THE MEGA CONSOLE BOOK VOLUME III!! £2.95

DISPLAY UNTIL OCT 31ST

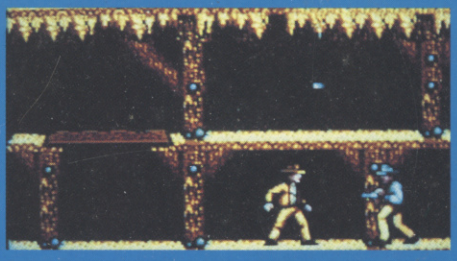
COMPUTER +video GAMES

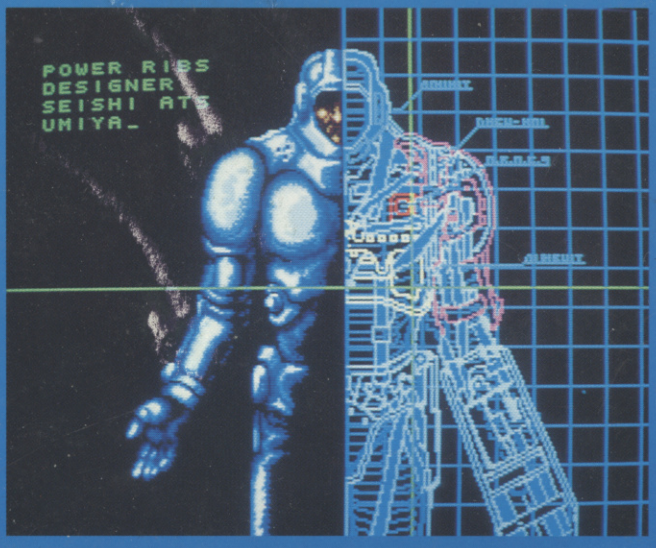
COMPLETE GUIDE TO CONSOLES

MEAN MACHINES

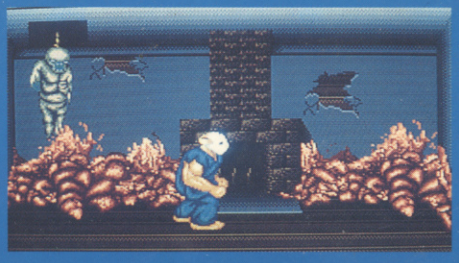
SEGA PC ENGINE GAME BOY MEGADRIVE NINTENDO LYNX

EXCLUSIVE! INDIANA JONES III! THE MOST INCREDIBLE SEGA GAME YET!





EXCLUSIVE! SPLATTER HOUSE!!! BLOOD, GUTS 'N' GORE GALORE!!!



WIN! NINTENDO TEENAGE MUTANT HERO TURTLES PACKS! LOADS OF CONSOLES IN OUR INCREDIBLE COMPS!

AMSTRAD GX4000 CHECK OUT THE GAMES AND THE MACHINE!!!

REVIEWED!

CYBERBALL
RASTAN II
SUPER MONACO GP
MEGAMAN II
NINJA SPIRIT
DOUBLE DRAGON II

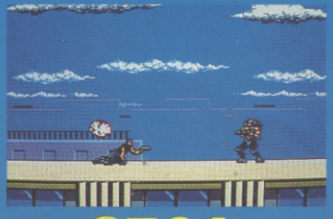
08
9 770957 669001

LOADS OF INCREDIBLE EXCLUSIVE REVIEWS!!!

SEGA PAPERBOY!

MEGADRIVE BATMAN!

NINTENDO ROBOCOP!

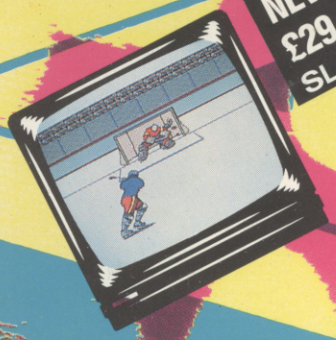


SEGA ESWAT!

NEW

MASTER SYSTEM GAMES

FROM SEGA



NEW £29.99 SLAP SHOT

NEW £29.99 RC GRAND PRIX

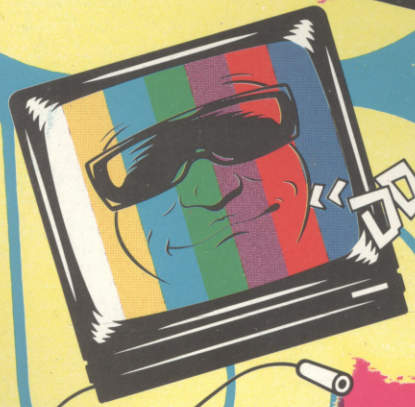
£39.99 ULTIMA IV COMING SOON

NEW £29.99 BATTLE OUTRUN

£29.99 AERIAL ASSAULT COMING SOON

NEW £32.99 GOLFAMANIA

NEW £29.99 ALEX KIDD IN SHINOBI WORLD



"DO ME A FAVOUR... PLUG ME INTO A SEGA"

from Virgin

VIRGIN MASTERTRONIC LIMITED
16 Portland Road, London W11 4LA

Hello!

CREDITS

EDITOR
MAD JAZ RIGNALL
MUCH-VALUED CONTRIBUTORS
PAUL GLANCEY
RICHARD LEADBETTER
PAUL RAND
ROB SWAN
ART EDITOR
ANDREA WALKER
AD TEAM
NIGEL TAYLOR
MARTHA MOLOUGHNEY
PRODUCTION ASSISTANT
GLENYS POWELL
PUBLISHER
GRAHAM TAYLOR

EDITORIAL PIG STY: C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

This fine tome of consular items is copyright EMAP Images, a division of the ever-so-huge EMAP PLC. Therefore, if we find anyone ripping off our text and pictures for any reason whatsoever without having first asked us, they'll be in very big trouble.

COMPETITION RULES: The Editor's decision is final, and no correspondence shall be entered into.

So here's the final part of the small print, the last thing actually written in the whole magazine! Even if it is on the first page. Does anyone read it? If they do, perhaps they'd like to try and win a Game Boy by first answering this question: Who did I say hello to in this same bit of the mag in the previous console book. Now all you have to do is use your skill and judgement to predict what I'm going to do once I've finished writing this drivel - the most correct answer (or the funniest if you're all wrong) wins the prize. Put your answers on the back of a postcard or sealed-down envelope and send it to: ERRR, WHAT HAPPENED NEXT, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Another big hello! The Complete Guide to Consoles Book III is here. Filled with loads of console reviews, tips, charts, previews, news - in fact everything we thought you console owners would find interesting.

Last time I was here I said that 1990 would be the year of the console - and it looks as though it's true. There are now three more consoles on the scene (read all about them in the news), the Megadrive and Game Boy are now officially available, and the Nintendo and Sega have dropped in price! Console owners have never had it so good.

In line with all this console mania, we've got a brand new magazine planned called Mean Machines. It's a monthly full-colour, all-consoles title which will be covering the Sega, Nintendo, Megadrive, GX4000 and Game Boy! There's more details later in the magazine, so if you're a console owner, read all about it - it's going to be mega.

Anyway, that's it for now. We'll be back.

CONTENTS

GAMES REVIEWED

SEGA

INDIANA JONES III 16
PAPERBOY 28
COLUMNS 34
ESWAT 70
ALEX KIDD IN SHINOBI WORLD 82
SUPER MONACO GP 83

NINTENDO

TETRIS 32
WORLD WRESTLING 33
DUCK TALES 35
SPY VS SPY 44
FAXANADU 45
MEGAMAN II 80
ROBOCOP 89
ADVENTURES OF LOLO 90
BIONIC COMMANDO 91
DOUBLE DRAGON II 92
SILENT SERVICE 94
720 95

PC ENGINE

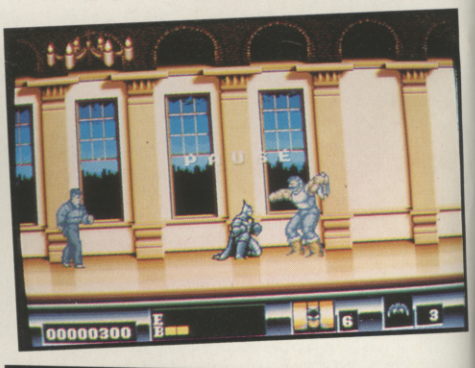
DEVIL CRUSH 24
NINJA SPIRIT 26
SUPER STAR SOLDIER 30
XEVIOUS 42
RASTAN II 43
SPLATTERHOUSE 72
IMAGE FIGHT 74
DOWNLOAD 78
DON DOKO DON 88
WONDERBOY III 102
SUPER DARIUS 102
FINAL ZONE II 103
RED ALERT 103

MEGADRIVE

SUPER SKY SHARK 36
DARWIN 4081 37
COLUMNS 46
GHOSTBUSTERS 76
PHELIOS 77
ESWAT 84
THUNDERFORCE III 85
CYBERBALL 96

GAME BOY

NEMESIS 106
NFL FOOTBALL 106
BATMAN 107
QIX 107
FLIPULL 108
MAKAIMURA GAIDEN 108
PENGUIN WARS 108



COMPETITIONS

NINTENDO MUTANT COMP 12
Seven Mutant Machine Turtle Packs are up for grabs, each featuring a Nintendo console and a copy of Teenage Mutant Hero Turtles. Wow!

HOTLINES 38
Loads of amazing prizes, including a Neo Geo, a Megadrive and a PC Engine are up for grabs on our red-hot phone lines.

GAME BOY COMP 14
Two Game Boys with copies of Tetris and Super Marioland are up for grabs - see if you can win!

MEGADRIVE AND BATMAN 110
Win a Megadrive and a copy of Batman to play on it thanks to PC Engine Supplies.

NEWS 6
Three new consoles and a brand new hand-held machine are amongst many new things revealed in the news!

THE CHARTS 19
Want to know the top ten best-selling games on the Sega, Megadrive, Nintendo and PC Engine? Then turn to page 19 and peruse the charts.

RESULTS 40
Did you enter any of the competitions in the Complete Guide to Consoles Book II? Here's your chance to find out whether or not you've actually won!!!

TIPS 51
An absolute ton of incredible hints 'n' tips to help enhance your gaming skills on all machines - check 'em out.

HIGHSCORES 86
Think that you're a hot games player? Well, see how your scores match up to the ones in our Official Record Tables.

PREVIEWS 112
Want to know what games will be appearing on your console in the future?

Turn to the previews pages - we've got tons of exclusive pictures of loads of unbelievable new console games!

NEO GEO FEATURE

One of the newest consoles around is SNK's Neo Geo. It looks smart and plays some amazing games - but at a cost.

Coin-op manufacturer SNK have designed two versions of the Neo Geo (Japanese for New World, for those that didn't know) - one is a multi-game arcade system rather like Nintendo's Playchoice Ten, the other is a home unit. Both are capable of playing the same games!

In technical terms, the Neo Geo is the greatest addition to the ever-growing console market. Behind the sleek black exterior lies hardware that leaves the Nintendo and PC Engine standing, and in many ways is even leaps and bounds ahead of the Megadrive!

For all you techno freaks out there, the heart of the beast is a 16 bit Motorola 68000 processor, running at 12 MHz - almost twice as fast as the Atari ST or Amiga computers! This is supported by a 4 MHz Z80A chip, dedicated to running the sound hardware.

The Neo Geo's on-board memory consists of 64k RAM, 68k screen memory, and 64k ROM. Now that may not sound that impressive, but remember that these are only the chips that keep the machine up and running. The games themselves come on whopping great cartridges containing two circuit boards packed with chips that can hold up to 76 Megabits of code, graphics and sounds - an average Sega Master System game is around two Megabits!

SNK have designed and developed their own custom graphics chips which can produce several thousand colours at very high resolution, scroll the screen and control up to a massive 380 individual sprites, which can expanded or reduced to any size.

As far as the sound capabilities of the machine are concerned, there are facilities for super high quality FM, or digital PCM sounds which have to be heard to be believed. The Neo Geo, like the Megadrive, has a stereo headphone socket which lets you really appreciate the sounds, which can be described only as stunning.

The controller is the biggest joystick you'll see for a console. Instead of the usual joypad that fits into your palm, it's a very responsive solid metal joystick and an array of five (count 'em) fire buttons, more designed for tabletops than anything else.

The final bit of technical wizardry is the smartcard, a 2 Mb card that slots into the front of the machine. No matter what game you're playing, you can stop in mid-stride and save your position onto the card. This facility is also to be implemented on the coin-op version of the machine so when you run out of money, you can save your position, and carry on playing at home!

The games themselves? So far, there's Baseball Pro, a cartoon-style baseball game, Nam 1975, a one or two-player cross between Cabal and Operation Wolf, Magician Lord, an unbelievably enormous platform arcade adventure with massive end-of-level guardians, Golf Master, a pretty jolly golf simulation and Riding Hero, a superfast motorbike racer with huge sprites. All games feature great graphics, incredible music and tons of speech, although the playability on all don't match the best Megadrive or PC Engine games!

The Neo Geo is definitely a brilliant console, but unfortunately suffers from one major setback - the overly-hefty price tag. The base unit will set you back about £350, with games cost about £150 - each! You'd certainly have to have a fat wallet if you were to buy one of these machines!

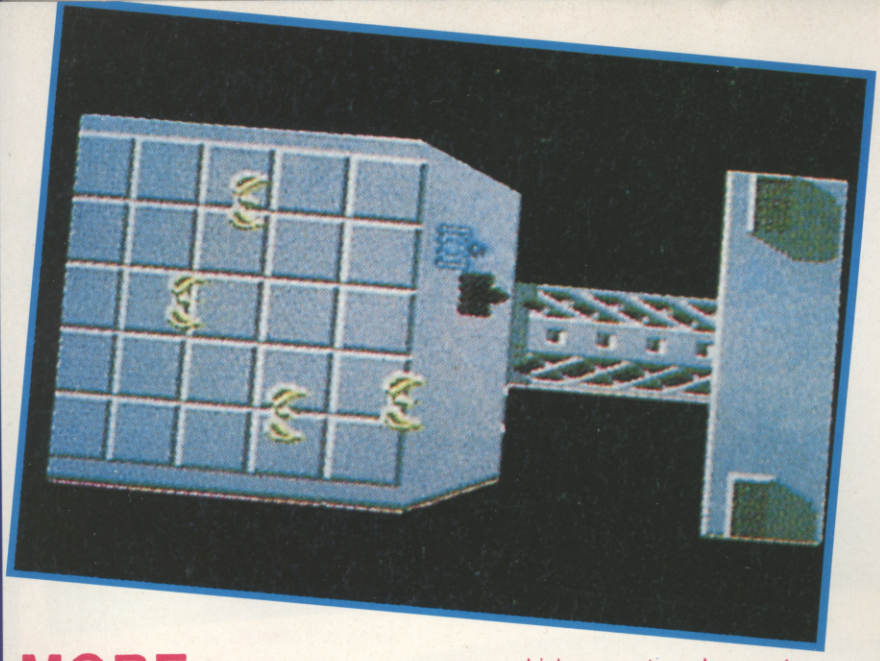
GX4000 IS HERE

Amstrad's GX4000 neat-looking console is the latest addition to the market and features technology based around the old Amstrad computer boards, brought bang up to date with the inclusion of a new custom chip which gives super-smooth hardware scrolling, up to 16 hardware sprites, and most importantly, displays 32 colours on screen at the same time from a palette of 4096 - the same as the Amiga!

Unfortunately, the sound is the same as the old Amstrad machines - tinny, harsh and grating - but is now produced in stereo via a new sound driver chip. It's a real shame that a better sound chip altogether wasn't introduced, as this would have given the machine a real boost.

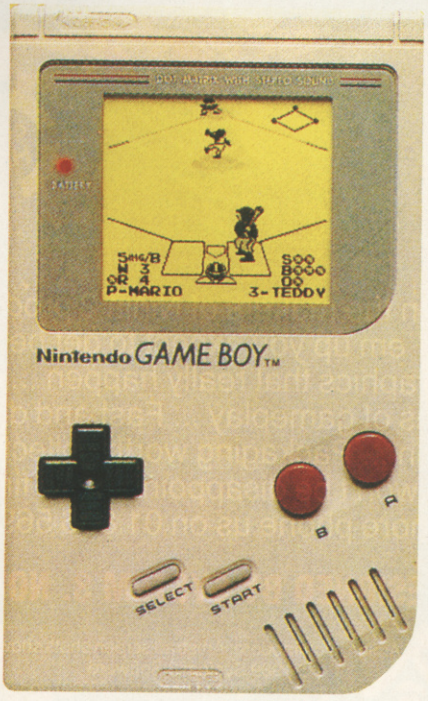
The machine comes with a free cartridge, Burnin' Rubber. This colourful WEC Le Mans game was developed by Ocean especially for the GX4000, who are also planning titles such as RoboCop II, Shadow Warriors, Operation Thunderbolt, Special Criminal Investigations, Battle Command, Plotting, Navy SEALS, Pang and Toki. As well as Ocean, US Gold, Domark, Titus and Loricels are amongst many software houses developing games for the console.

Price-wise, the GX4000 has a lot of potential at the very low price of £99.00. The main grumble is that the control pads are pretty crummy (finger cramp sets in rather rapidly), but since the joystick sockets are standard, you can plug in a normal stick for pain-free play. Other from that, the GX4000 is a graphically excellent machine, technically better than the Nintendo or Sega Master System, and has a red hot line-up of games planned for the near future. Overall, definitely worth checking out if you're after a decent console for Christmas.



GAME BOY - OFFICIAL AT LAST

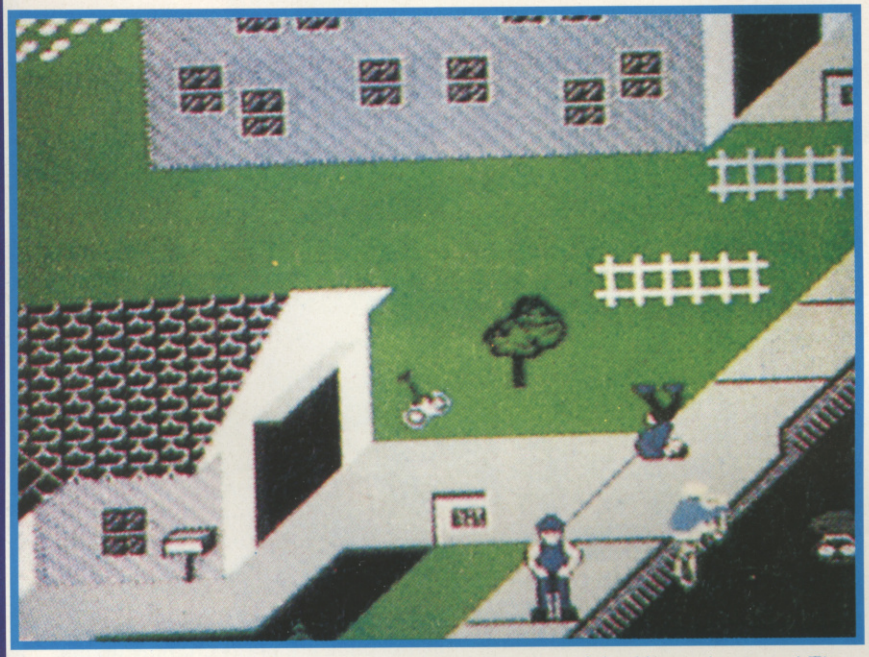
Nintendo have finally revealed that the Game Boy will be officially available in shops up and down the country from the end of September with a price tag of £69.99. A range of five games will be launched with the machine, and a steady stream of new games will become available every month.



MORE MINDSCAPE MIRTH

As well as their NES conversion of Gauntlet II, Mindscape's US programmers are also working on other Nintendo games - all conversions of computer games.

First up is the old Atari/Commodore 64 title, MULE, a classic space trading game which one or two players attempt to colonise a planet, trade and grow crops. It was a great computer game, and also featured a brilliant soundtrack - let's hope it's all included in the Nintendo version. Next is The Last Starfighter (marketed as a license of the computer-generated 1984 movie of the same name, but is actually a conversion of the excellent British shoot 'em up, Uridium) and finally Infiltrator (air combat simulator cum arcade adventure).



MUTANT PRICE DROP

Nintendo have just announced that their new Mutant Machine Turtle Pack - featuring a Nintendo console and a copy of the excellent Teenage Mutant Hero Turtles game - is to be dropped in price to the very reasonable price of £79.99. So if you've ever fancied owning a Nintendo, there's never been a better opportunity to buy one!

TOTALLY TUBULAR, DUDE!

Having appeared once on the Nintendo, the Teenage Mutant Ninja Turtles are now ready to leap into action once again, this time in a ripping conversion of the Konami coin-op! The only noticeable differences to the arcade machine are that only two players can join in at any one time, and there are three new levels, featuring the heroes-in-a-halfshell on skateboards, and ninja combat in futuristic enemy castles! No details on release dates as yet, but as soon as we have the chance, we'll bring you the full review.

The World at your fingertips

Serious Fun For All The Family

16 BIT MEGADRIVE
JOYSTICKS & ACCESSORIES
PC ENGINE
SUPER GRAFX
CORE GRAFX
NEO GEO

ADVANCE CONSOLE ENTERTAINMENT

N.B. ALL CONSOLES CARRY 1 YEAR WARRANTY

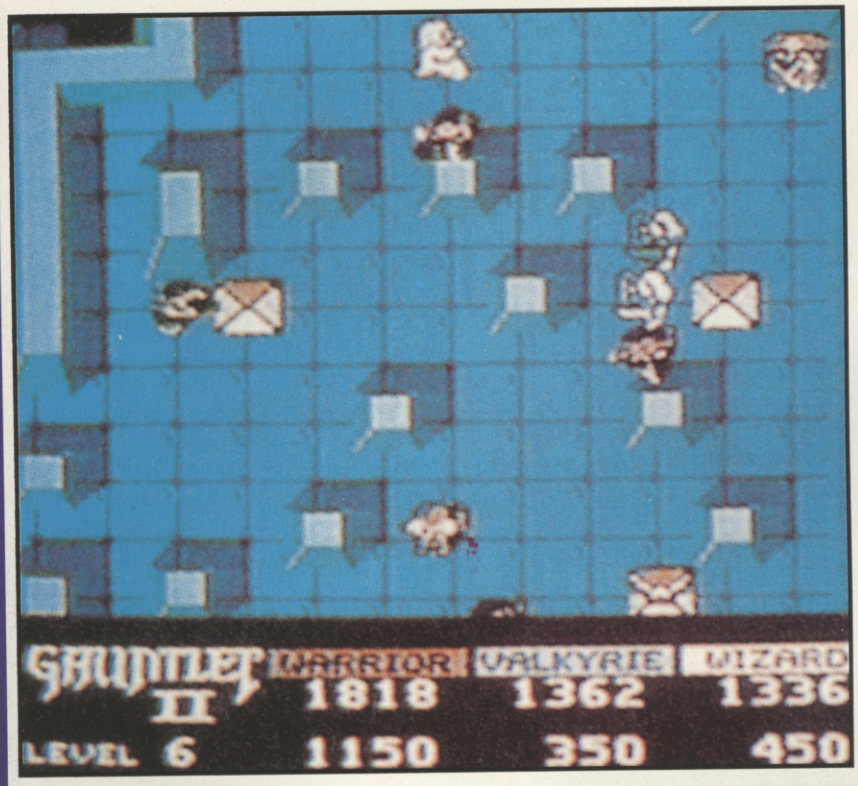
IMPORTING & EXPORTING

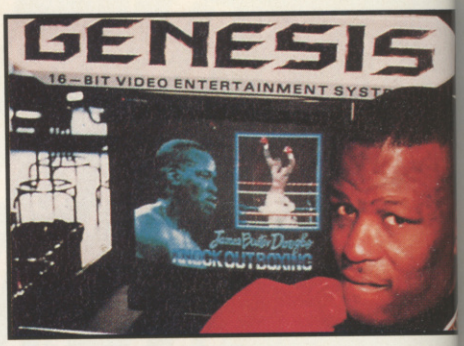
46-48 Osnaburgh Street, London NW1 3ND
Tel: 071-383 0480 Fax: 071-383 0482

SEGA, NEC, SNK are trademarks of their respective owners.

DOWN IN THE DUNGEONS

Slashing its way onto a Nintendo screen near you is Mindscape's four-player conversion of the smash Atari coin-op, Gauntlet II. Utilising either the new NES Satellite or NES Four-Score multi-player adapters, up to four players can take part in over 100 levels of medieval mayhem, with loads of monsters, food, potions and traps. And stay tuned Game Boy owners, because Mindscape are also converting Gauntlet II to your machine!





SPORTY SEGA STUFF

James "Buster" Douglas, the guy who became famous by flooring "Iron" Mike Tyson, is soon to be featured in a new boxing game from Sega for the Master System and Megadrive called James "Buster" Douglas Knockout Boxing. Will it give Buster the chance to punch the living daylights out of Tyson all over again?

Other sports personalities signed up for Sega game endorsements include famed American Football star Joe Montana, Arnold Palmer (for a golf game), baseball ace, Tommy Lasorda and the very tall Pat Riley, who will feature in Sega's basketball simulation.

But the burning question is, who will be signed up for the new Megadrive Pro Tiddleywinks game?

WOODN'T IT BE GOOD

If you thought that Commodore had turned their back on the console market - you're wrong. They've just announced that they're set to launch a new machine, the C64GS Console.

It doesn't take a genius to work out that it's a console version of their massive-selling C64 computer. In fact it's virtually the same machine, apart from the fact that it hasn't got a keyboard and has a cartridge slot in the top of the unit (the C64 computer has one in the back - but only five cartridge games were ever made for it).

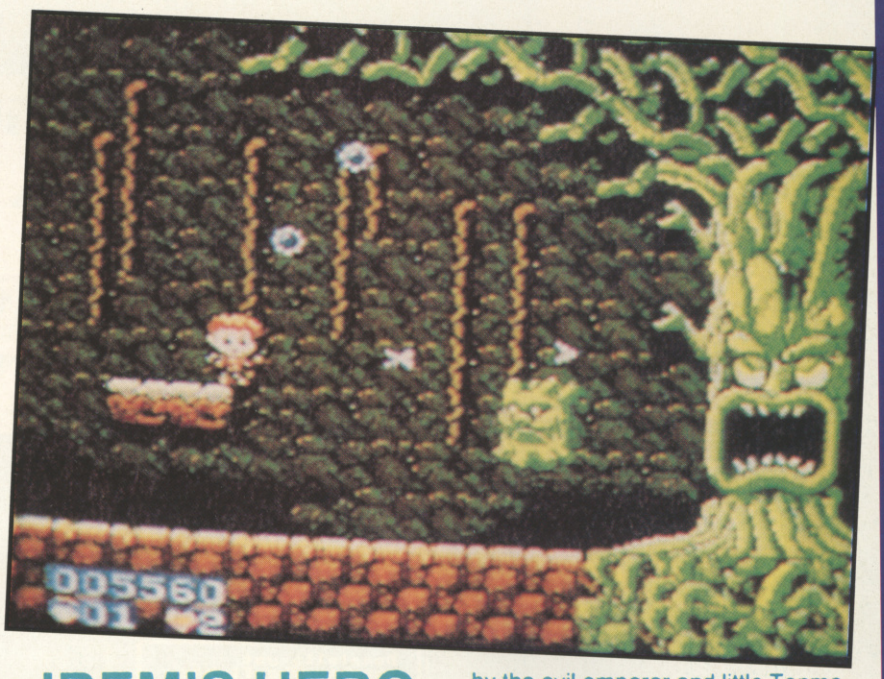
Many companies are getting ready to produce games for it - after all, most software houses have a huge C64 library, and all they need to do is convert the code to work on a cartridge! There are certainly plenty of excellent C64 games that we'd love to see on instant-load cartridges - Dropzone, Jack Attack, Spy Vs Spy, Paradriod, Ancipital, Delta, Hunter's Moon, Boulderdash, Park Patrol, Pastfinder, Pitstop II, Kikstart, Wizball, Thrust, Encounter, Mercenary, Rescue on Fractalus, Bounty Bob Strikes Back, The Sentinel, IK+, Jack Attack and Zenji are but a few. Cartridges are expected to cost around £24.95 - although there hasn't been an official announcement yet.

The machine will cost £99.99 and will come with a free cartridge featuring four games - Klax, Flimbo's Quest, Fiendish Freddy and International Soccer and a joystick. If classic and new, decent C64 software is released for the machine, it would certainly be worth taking a look at.

GAME GEAR GAMES

Sega's hand-held machine, the Game Gear is released in Japan in September - and titles available at the launch of the machine will include G-LOC, Tetris, Columns, Tennis, Super Monaco Grand Prix, Space Ball, Wonderboy, Super Shinobi and a yet-to-be-named Football game. It certainly sounds good!

Keep watching Computer and Video Games magazine for a full review of the machine in the next few months.



WANNA GAME, MATE

There's another hand-held machine set to arrive in Britain over the next few months - the Taiwan-made Gamate. It's a black and white portable machine aimed squarely to take on Nintendo's Game Boy, and features a communications link for joining two machines together and stereo sound capabilities. It will be launched with ten games, which include exotic-sounding titles like Witty Apee, Bobby is Going Home, Pumpkin Myth and Enchanted Bricks.

The price is expected to be around £50 for the machine, and software should cost around £20. We'll be bringing you more information and revealing how the games play as soon as we can get hold of a machine.

IREM'S HERO ON NINTENDO

Irem, creators of the R-Type saga, have recreated their cutesy coin-op, Legend of Hero Tonma, on the Nintendo. The princess has been captured by the evil emperor and little Tonma has to sally forth to rescue her. As you can see from our screenshots the conversion looks as cute and cuddly as the arcade original, but how it plays is another story, which you'll be able to read when we get our hands on the finished item.

COMPO

MUTANT

Ever wanted to get your greasy mitts on a brand spanking new Nintendo, but haven't got the necessary dosh to pay for said goods? Well, fret no more - we've got a hell-luva compo for you here!

In the new Nintendo Mutant Pack, not only do you get the best-selling console itself, you also get the awesome Teenage Mutant Hero Turtles cartridge thrown in free - a game so hot it's as if it's been left in the oven for a few hours at gas mark six!

We've got seven (count 'em) of these fantastic packs up for grabs, so if you fancy getting yourself in the running for a prize, pay close attention to the questions listed below and who knows... You might be walking away with a brand new Mutant Pack - all for the price of a single stamp!

POWER COMPO

1. Name the group behind the recent chart-bustin' single based on our aggressive amphibian chums.
2. What's the name of the Turtles' rodent master who taught them all they know?
3. What is the Turtles' infamous battle cry?

Think you're brainy enough to answer all those questions? You do! Waste no more time. Write your answers on a postcard (or some vaguely similar object) and post them off to:

Phwoar! Look At Those Teenage Mutant Hero Prizes Comp, C+VG (Console Book), 30-32 Farringdon Lane, Priory Court, London EC1R 3AU.

Make sure you get those entries off to us to arrive no later than November 23rd.

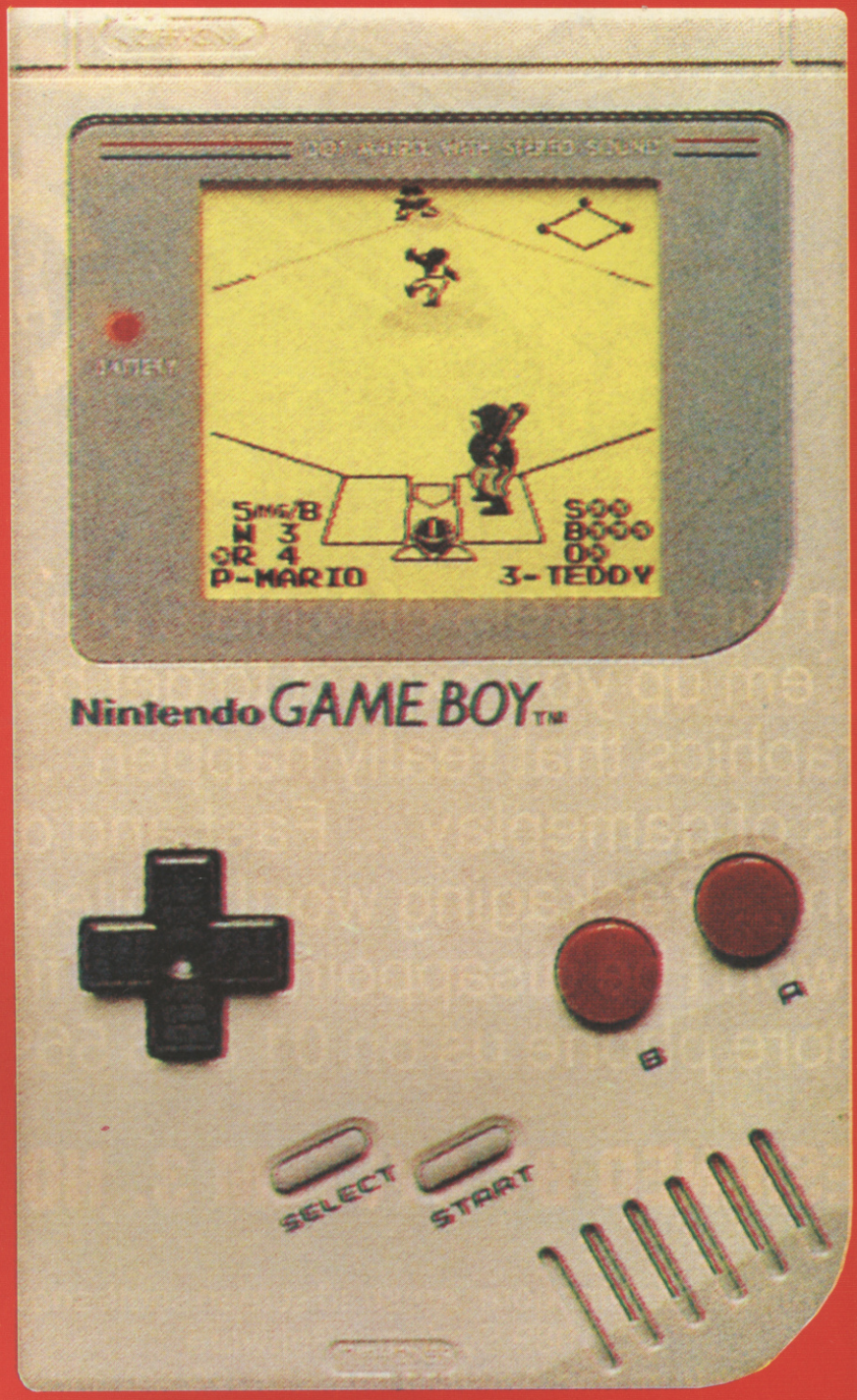
COMPO

IT'S A GAMEBOY

Nintendo are certainly dishing out the prizes in this Console Book - first there were the Mutant Machine Packs, and now they've got two Game Boys with copies of Super Marioland and Tetris to give away to the winners of this competition.

It's pretty easy to enter - all you've got to do is answer the following outrageously simple questions, put the answers down on the back of a postcard or sealed-down envelope and send it off to: WHEN IT COMES TO FUN AND FROLICS I'M A GAME BOY, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is Nov 23rd - after that date we'll be putting all the correct entries into a huge hat, and the first two pulled out will win their senders a Game Boy and copies of Super Marioland and Tetris.

And here are the questions...

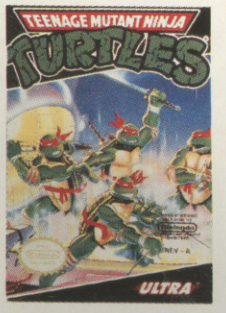


1. TRUE OR FALSE: THE GAME BOY IS NAMED AFTER A FAMOUS JAPANESE WORLD WAR II BATTLESHIP.

2. TRUE OR FALSE: TETRIS IS A SHOOT 'EM UP.

3. TRUE OF FALSE: MARIO IS A SMALL, GREEN CREATURE WITH FIFTY LEGS WHO SMELLS OF CHEESE.

SWIM, SWORDFIGHT AND BAZOOKA-BLAST IN YOUR OWN LIVING ROOM FOR ONLY £79·99.



Take the brilliant Nintendo console system.

Add the most famous superheroes ever in the entire history of the planet – the Teenage Mutant Hero Turtles – and what do you get? *Serious mayhem.*

Make that *cut-price* serious mayhem.

Because for under eighty quid, you get the Nintendo console, the handsets *and* the Turtle game pak.

Everything you need, in fact, to control the heroes in a half-shell. (Which is more than the evil Shredder ever managed to do.)

And don't forget, Teenage Mutant Hero Turtles are *not* available on any other console.

There's never been a better time to get into Nintendo.

So get down to your local video games stockist today. And let battle commence.

Nintendo

The World's Number One Game System.

Teenage Mutant Hero Turtles: © 1990 Mirage Studios, exclusively licensed by Surge Licensing Inc. © 1990 Konami. Palcom Software is a trademark of Palcom Software Ltd.

INDIANA JO

SEGA

That man with the hat is back! Indiana Jones, explorer, adventurer and archaeologist is once again on a danger-fraught mission in this Sega game of the film. Five levels make up the game, each based on scenes from the brilliant movie.

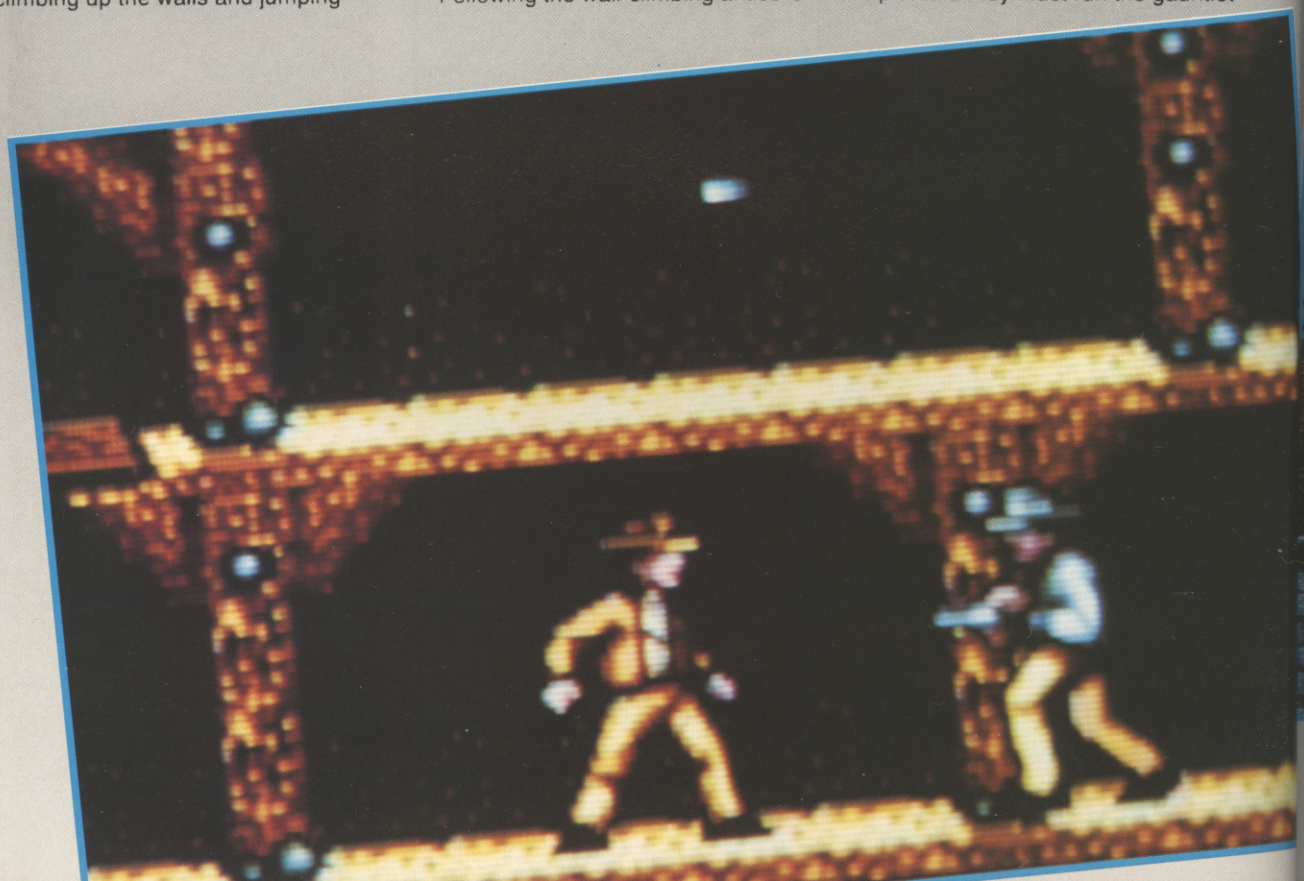
First of all Indy is down in a dangerous dungeon, and he must collect the icons that are scattered around the large, multidirectionally scrolling landscape and make his way towards the exit. Hazards are encountered every step of the way in the form of collapsing roofs and bridges, and there are also baddies patrolling the labyrinth who are out to stop him.

Next Indy is atop a speeding train and must run and jump his way along the roof and make it to the safety of the engine. Deadly animals poke their heads up from some cars, and there are also gunmen to avoid.

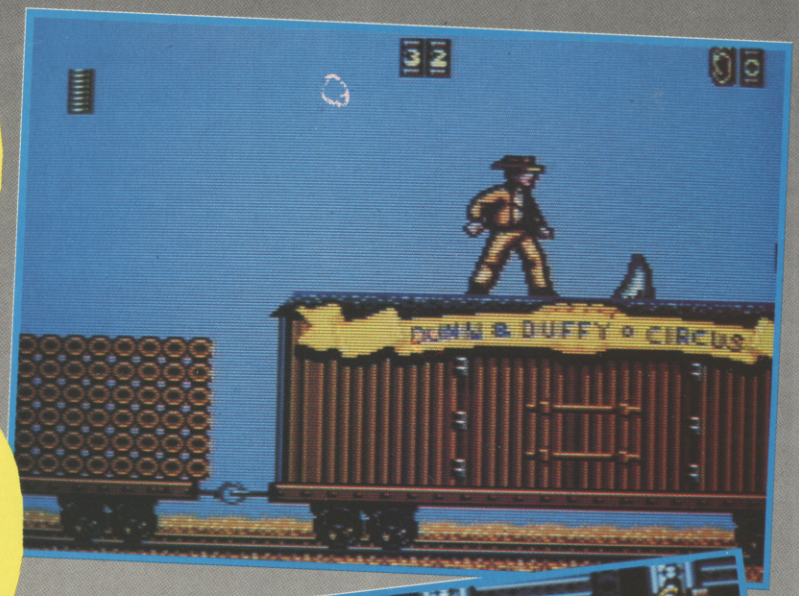
When that level is complete, Indy must climb into a German castle by climbing up the walls and jumping from one window sill to another. Rats make life difficult by unbalancing Indy and sending him plunging to his doom.

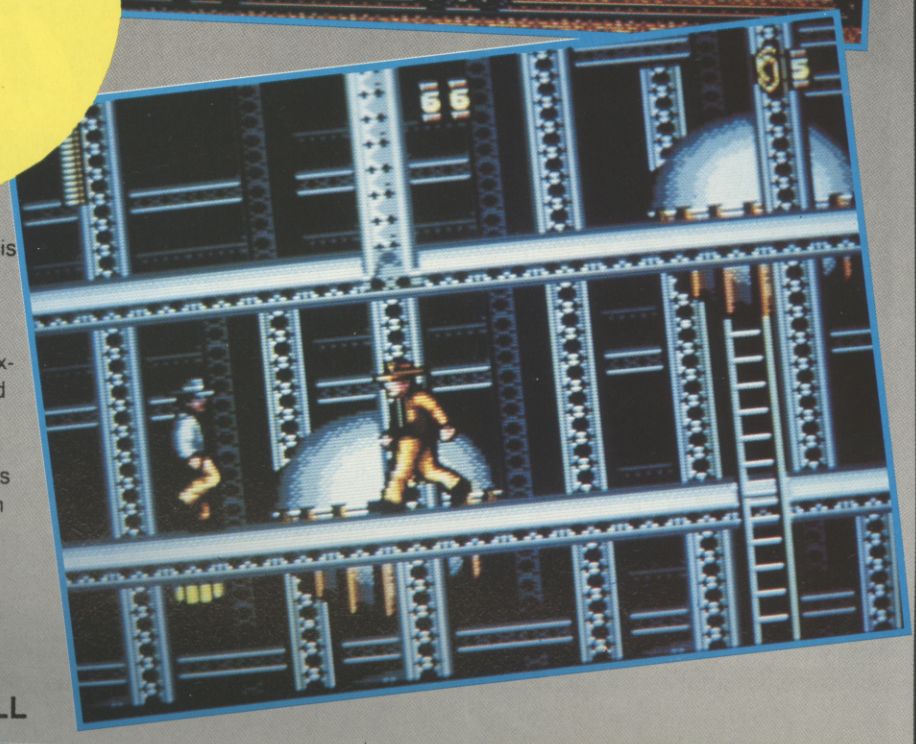
Following the wall-climbing antics is a desperate dash through a large airship, literally swarming with baddies.

The final level is set in an ancient temple, and Indy must run the gauntlet



ONES 3



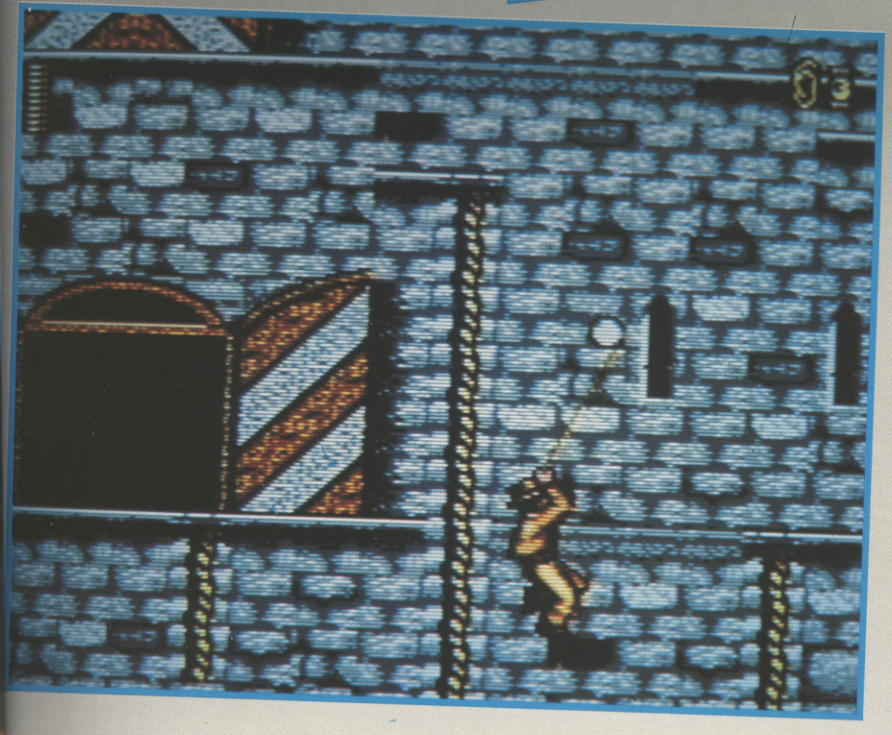


of a series of fiendish traps and get his hands on the Holy Grail to complete the game.

Indy III looks and plays brilliantly. The graphics are truly superb, with excellent sprites and beautifully detailed smooth-scrolling backdrops. The gameplay is tough, almost bordering on frustrating at times, but you always seem to get just a little bit further with every game, and consequently you keep on coming back to it time and time again.

If you're after a challenging game that should keep you entertained for weeks - go adventuring with Indy!

JULIAN RIGNALL



RATINGS

GRAPHICS 98%
Superb sprites and gorgeous backdrops - you won't believe a Sega game can look so good.

SOUND 78%
Tunes from the film and decent effects.

VALUE 93%
Worth its weight in gold.

PLAYABILITY 97%
It's a tough game, but the superb gameplay just keeps you coming back for more.

OVERALL 96%
A truly excellent game that'll keep you entertained for weeks.

REVIEW

0898 299390

TONY TAKOUSHI CONSOLE LINE

THE HOTTEST games tips·news·gossip

NEW MESSAGES EVERY WEEK

Proprietor-B.Everiss, PO, Box 71, Kineton, Warwick, CV35 0XA.

Calls charged at 33p per min. cheap rate and 44p per min at all other times. (Ask whoever pays phone bill)

1 HOUR OF VIDEO POWER!

ALL TAPES ARE VHS.

A BUYERS GUIDE TO

GAMES CONSOLES

BUY THIS VIDEO AND WIN ANY CONSOLE FEATURED!

ARE YOU THINKING OF BUYING A GAMES CONSOLE?

IF SO, THEN BUY THIS COMPLETE VIDEO GUIDE TO GAMES CONSOLES.

THE GUIDE TO HARDWARE, SOFTWARE, PERIPHERALS AND ACCESSORIES.

★ SEGA 8 BIT & MEGADRIVE
★ NINTENDO SYSTEM
★ PC ENGINE
★ NINTENDO GAME BOY
★ ATARI LYNX

£9.99 BUY IT TODAY FROM YOUR GAMES DEALER OR DIRECT FROM US.

Please send to:-
HOTSHOT ENTERTAINMENT LTD
P. O. BOX 326
COLCHESTER
ESSEX
CO4 5BL
☎ 0206 571281

NAME .....
ADDRESS .....
.....
.....
POSTCODE.....

IF YOU ALREADY OWN ANY GAMES CONSOLE SEND A S.A.E TO THE ADDRESS ABOVE FOR SOME EXCITING NEWS!

THE CHARTS

FOLLOWING THIS PAGE ARE THE TOP TEN CHARTS WHICH SHOW THE BEST-SELLING GAMES ON THE SEGA, MEGADRIVE, NINTENDO AND PC ENGINE!

CHARTS

SEGA MASTER SYSTEM

1	GOLDEN AXE
2	WORLD SOCCER
3	NINJA
4	CALIFORNIA GAMES
5	DOUBLE DRAGON
6	PSYCHO FOX
7	R-TYPE
8	WORLD GAMES
9	WORLD GRAND PRIX
10	RC GRAND PRIX

Golden Axe hogs the top slot, ahead of the brilliant World Soccer (no doubt World Cup fever took that up the charts). Surprise entry at three is Ninja, an old re-release - it's pretty good, though. One of the two Games games, California Games comes next, followed by that two-player duff 'em up, Double Dragon. Then there's Psycho Fox, R Type, World Games and two racing games, World Grand Prix and RC Grand Prix - you Sega people are obviously racing freaks! This chart was supplied by Sega themselves, the lovely people!

NINTENDO CHARTS

1	SUPER MARIO II
2	LEGEND OF ZELDA
3	ADVENTURE OF LINK
4	SUPER MARIO
5	TRACK AND FIELD II
6	SIMON'S QUEST
7	MEGA MAN
8	LIFE FORCE
9	MIKE TYSON'S PUNCH OUT!!!
10	METAL GEAR

Everyone's favourite game star, Mario, sits at the top of the charts in Super Mario Bros II, and also appears at number four in his original game. Link, that other sprite with a big fan club hangs in there at two and three. Following those is that thumping good sports simulation, Track and Field II and Simon's Quest. The rest are a mixed bunch of new and fairly old games.

This is the Official Nintendo Chart, and comes from none other than Nintendo.

MEGADRIVE

1	BATMAN
2	GHOSTBUSTERS
3	ESWAT
4	DJ BOY
5	THUNDERFORCE III
6	GOLDEN AXE
7	PHELIOS
8	PHANTASY STAR II
9	AFTERBURNER II
10	SUPER SHINOBI

Batman is the top seller in the Megadrive charts - and quite rightly so, 'cos it's brill. The not-brilliant-but-still-pretty-good Ghostbusters comes in at number two, in front of the excellent ESWAT. It's surprising to see DJ Boy ahead of Thunderforce III - even more surprising is that Super Shinobi is still in the charts, nearly six months since its release!!!

This chart was exclusively compiled for the Complete Guide to Consoles Book III by PC Engine Supplies. For more details about the cost and availability of games, ring them on 0782 712759 (between 9.00 am and 5.30 pm)

PC ENGINE CHARTS

1	DEVIL CRUSH
2	SUPER STAR SOLDIER
3	NINJA SPIRIT
4	RASTAN SAGA II
5	IMAGE FIGHT
6	SUPER FOOLISH MAN
7	BEACH VOLLEYBALL
8	DON DOKO DON
9	DOWNLOAD
10	XEVIOUS

The number one spot is dominated by the thoroughly deserving Devil Crush, while the follow-up to Gunhed, Super Star Soldier, crashes in at number two! Ninja Spirit tops Rastan Saga II, while Image Fight and Super Foolish Man follow closely behind. Why Beach Volleyball is doing better than the fabulous Don Doko Don is a complete mystery! Still you're the ones who're doing the buying...

This chart was exclusively compiled for the Complete Guide to Consoles Book III by PC Engine Supplies. For more details on the cost and availability of games, ring them on 0782 712759 (between 9.00 am and 5.30 pm)

DEVIL CRA

PC ENGINE

Remember Alien Crush, that fab PC Engine pinball game with the H R Giger influence? Devil Crash is the sequel, but instead of bouncing your ball bearing off chest-bursters, you get to spang your thang off demonic knights, devil-worshiping acolytes, skeletal warriors, dragons' eggs and grinning skulls.

As in Alien Crush, the "table" is three screens long, and the screen pans up and down to follow the ball. On the joypad, the cross-key and button I activate the three pairs of flippers, and button two jostles the table. Don't jostle too much or the game TILTs, all the flippers go dead and you lose a ball.

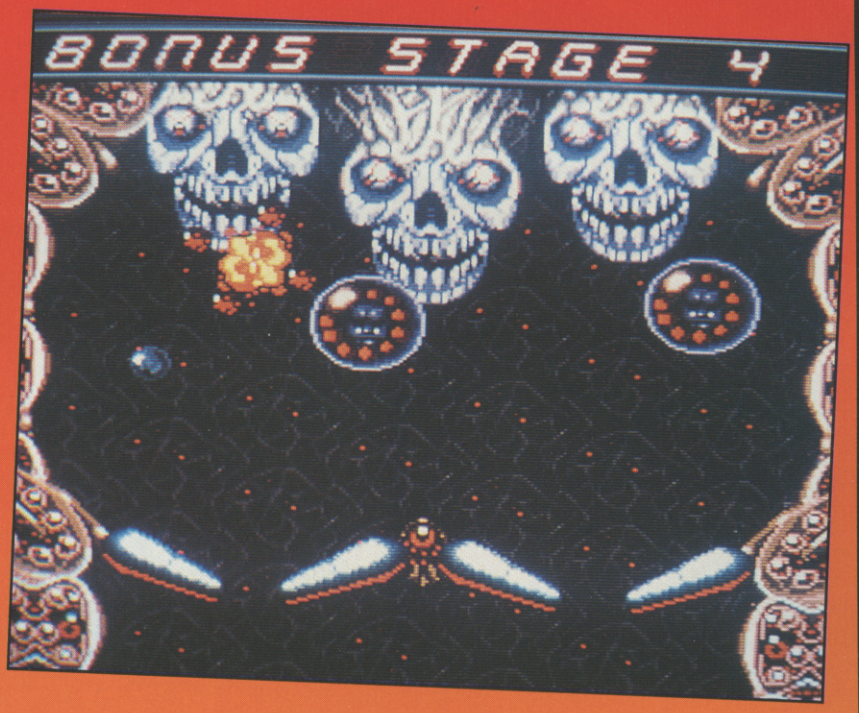
As well as the standard targets (the battalions of devil soldiers and crawling mutants), there are numerous special drop targets to hit. The skulls and pentacles in the crannies bump up the bonus, but to increase the points multiplier keep plugging away at the alligator heads at the bottom of the table until they explode and spill a dozen crawling things onto the playfield.

Run the ball through the door of a tower, and another tower appears as a ball-stop between the bottom flippers, and for further protection, hit the two crawling faces to activate ball saves in the side channels.

Occasionally, spinning pentacles appear between the flippers on the bottom screen. Let the ball run over one and it's instantly transported to the top of the table, where you can smack circling monks or shoot the ball into the claws of a skeleton.

The main feature of the middle of the table is a woman's face which gradually degenerates into that of a dragon as you spang the ball off near-

ASH



by pentacles. Armies of skeletons march around the table, but bash down a gate and they're joined by a chortling knight who guards a channel running to the top screen.

If you hit certain activated targets such as a dragon's gaping mouth or the skeleton's open hand, the screen clears and you begin one of six bonus games. Use the ball to destroy skulls, spinning babies, dragon heads, armoured giants throwing spears and lizard men. Get all the targets before the ball escapes between your flippers and get an enormous bonus score of a million points or more!

This is the second computer pinball ever that is really worth playing (the first being Alien Crush). After all, why bother copying ordinary plastic pintable features, when you can use the computer to create what you could never have on a real table, such as drop targets that walk around or eat the ball?

Though the table is complete fantasy, the ball movement is fast and realistic - no "crazy gravity" problems in this game, thank you. The only feature missing is a multiball (or at least, none that I could find), but apart from that, the game plays just like a real machine and the experience is made complete by superb graphics, and sound effects and music which are just the sort of thing you'd hear roaring from the speakers in a real machine. It's such a true pinball experience that you've just got to buy it. But don't be surprised if you're bedroom suddenly fills up with smoking, swearing, biker types.

PAUL GLANCEY

RATINGS

GRAPHICS 90%
Marvellous table graphics, smooth scrolling and it's really fast too!

SOUND 92%
Loads of appropriate goth-rock soundtracks, accompanied by equally appropriate spanging noises.

VALUE 89%
It doesn't take long to get to know the whole game, but the compulsion to beat your high score is very strong.

PLAYABILITY 92%
Great fun, even if you've never considered going within ten feet of a pinball machine before.

OVERALL 94%
A truly marvellous pinball experience.

RATINGS

GRAPHICS 93%
Sterling sprites strut around a selection of beautiful oriental backdrops.

SOUND 90%
Haunting Far-Eastern tunes and a host of cracking effects.

VALUE 90%
More than enough game for your dough.

PLAYABILITY 89%
It starts off tough, and basically gets tougher - but it's an addictive kind of toughness.

OVERALL 91%
A most impressive slice 'n' dice game - get it.

NINJA SPIRIT

PC ENGINE

Deep in darkest Ninjaland, trouble is brewing. A wicked sorcerer has risen from his eons-long slumber and is systematically wiping out villages with his huge army of ninja followers and supernatural beasts. Such a predicament would normally pose no problems to you, brave and powerful ninja warrior that you are, but alas, your brothers, who normally assist you in your hour of need, have been slaughtered in their beds by the sorcerer. Which makes you more than a bit huffed. So off you go, looking for the sorcerer, with thoughts only of mass destruction in mind.

Charge through each level, hacking through the armies of ninja, bo-twirling coolies and undead beasties and summon up the spirits of your dead brothers whenever you collect the appropriate power pod. Other items available include smart bombs, shields and more powerful weapons, all of which help you get that bit further along the road to justice and revenge.

Ninja Spirits is a brilliant game, combining awesome graphics, beautiful sounds and literally tons of baddies to kill, keeping the player on his toes from start to finish. There's nothing original in the plot, there's the usual end of level monsters to decimate, bonus items to pick up, continues and all the rest of it, but even though it's been done before, the PC Engine has seen few games in this genre of such high quality. What we have in Ninja Spirits is a must-buy, one which will more than pay for itself in terms of player enjoyment, and a game which really shows off the capabilities of the PC Engine.

PAUL RAND

PREMIER MAIL ORDER

BUY WITH CONFIDENCE FROM ONE OF BRITAINS OLDEST ESTABLISHED SOFTWARE MAIL ORDER COMPANIES.
ALL TITLES CAN BE ORDERED BY SENDING A CHEQUE/PO/ACCESS/VISA NO. AND EXPIRY DATE TO:
DEPT CVG1, TRYBRIDGE LTD, 8 BUCKWINS SQUARE, BURNT MILLS, BASILDON, ESSEX, SS13 1BJ.
POST AND PACKING INC. UK. OVERSEAS PLEASE ADDD £1.00 PER ITEM
IF IT IS MORE CONVENIENT PLEASE USE OUR TELEPHONE HOTLINE ON
0268 590766 OR ORDER BY FAX ON 0268 590076

SEGA 8 BIT

Action Fighter	12.99
After Burner	26.99
Alex Kidd	22.99
Alex Kidd High Tech Wld	26.99
Alex Kidd Lost Stars	26.99
Alien Syndrome	26.99
Altered Beast	26.99
American Baseball	26.99
American Pro-Football	26.99
Assault City	26.99
Aztec Adventure	12.99
Bank Panic	16.99
Basketball Nightmare	26.99
Battle Outrun	26.99
Black Belt	22.99
Blade Eagle 3D	26.99
Bomber Raid	26.99
California Games	26.99
Captain Silver	26.99
Casino Games	26.99
Chase HQ	26.99
Choplifter	22.99
Cloud Master	26.99
Cyborg Hunter	22.99
Dead Angle	26.99
Double Dragon	26.99
Dynamite Dux	26.99
Enduro Racer	9.99
F16 Fighter	16.99
Fantasy Zone	12.99
Fantasy Zone TM	24.99
Fantasy Zone 2	24.99
Galaxy Force	26.99
Gangster Town	23.99
Ghostbusters	26.99
Ghost House	16.99
Global Defense	12.99
Golden Axe	26.99
Golfmania	29.99
Golvellius	26.99
Great Baseball	24.99
Great Basketball	22.99
Great Football	22.99
Great Golf	22.99
Great Volleyball	22.99
Kenseiden	26.99
Kung Fu Kid	22.99
Lord of the Sword	26.99
Maze Hunter 3D	26.99
Miracle Warrior	29.99
Missile Defense 3D	26.99
Monopoly	26.99
My Hero	16.99
Ninja	9.99
Operation Wolf	26.99
Outrun	26.99
Outrun 3D	26.99
Penguin Land	26.99
Phantasy Star	36.99
Poseidon Wars 3D	26.99
Powerstrike	22.99
Pro Wrestling	22.99
Psycho Fox	26.99
Quartet	22.99
RC Grand Prix	26.99
R-Type	26.99
Rambo III	26.99
Rampage	26.99
Rastan	26.99
Rescue Mission	9.99
Rocky	26.99
Scramble Spirits	26.99
Secret Command	12.99
Shanghai	22.99
Shinobi	26.99
Shooting Gallery	22.99
Shooting Games	22.99
Slap Shot	26.99
Space Harrier	26.99
Space Harrier 3D	26.99
Spellcaster	26.99
Spy Vs Spy	16.99
Super Tennis	9.99
Teddy Boy	9.99
Tennis Ace	26.99
Thunderblade	26.99
Time Soldiers	26.99
Transbot	9.99
Vigilante	26.99
Wanted	22.99
Wonderboy	22.99
Wonderboy Monster Land	26.99
Wonderboy III	26.99
World Games	22.99
World Grand Prix	12.99
World Soccer	22.99
Y's	29.99
Zaxxon 3D	26.99
Zillion	22.99
Zillion II	22.99

SEGA 16 BIT

Afterburner 2	32.99
Air Diver	32.99
Alex Kidd	24.99
Altered Beast	32.99
Assault Suit Leynos	24.99
Atomic Robokid	32.99
Baseball	32.99
Batman	34.99
Columns	32.99
Crackdown	39.99
Cyberball	32.99
Dai Sem Poo	32.99
Darwin	32.99
DJ Kid	32.99
E Swat	39.99
Final Blow	32.99
Forgotten Worlds	32.99
Ghostbusters	32.99
Ghouls and Ghosts	32.99
Golden Axe	32.99
Golf	32.99
Herzog 2	32.99
Hurricane	32.99
Inspector X	39.99
Kujakuoh 2	32.99
Last Battle	32.99
Moonwalker	32.99
Mystic Defender	32.99
New Zealand Story	32.99
North Star	32.99
Osomatsukin	32.99
Phantasy Star 2	49.99
Phelios	32.99
Psychoblade	35.99
Rambo 3	32.99
Rastan Saga 2	32.99
Revenge of Shinobi	32.99
Sokoban	34.99
Space Harrier 2	32.99
Super Basketball	32.99
Super Hang On	32.99
Super Hydlide	32.99
Super Monaco GP	32.99
Super Shinobi	32.99
Super Thunderblade	32.99
Tatsujin	32.99
Thunderforce 2	32.99
Thunderforce 3	32.99
Truxton	32.99
Whiprush	32.99
World Cup Soccer	32.99
XDR	32.99
Zoom	32.99

SEGA 8 BIT HARDWARE

Master System	79.99
Master System Plus	99.99
Super System	129.99
Control Pad	6.99
Handle Controller	39.99
Light Phaser	29.99
Rapid Fire Unit	5.99
SG Commander	9.99
3D Glasses	37.99
Control Stick	14.99
Mains Adaptor	6.99

SEGA 16 BIT HARDWARE

Sega Megadrive PAL or SCART	159.99
8 Bit Converter	34.99
Joypad	18.99

PAPERBO

SEGA

If you thought that delivering papers was an easy job - wait until you take over Paperboy's round. The street where he delivers papers is full of lunatics and he must run the gauntlet of all manner of hazards to get the papers through.

At the start of the game there's a choice of three streets, effectively giving three difficulty levels. Once that's chosen, a map of the long, straight street showing the houses that subscribe to your paper is displayed, and then it's off you go.

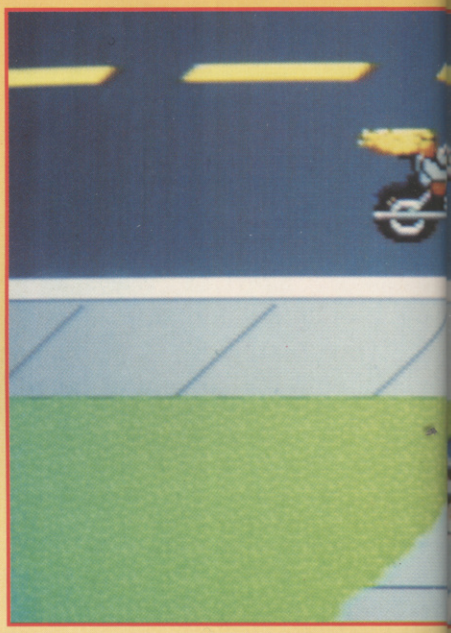
Because the territory is so dangerous, Paperboy doesn't get off his bike, but instead hurls the papers at the front door of each subscriber's house. If he's confident he can even attempt to throw it directly into their mailbox for bonus points - but he must be careful he doesn't miss or the subscription is cancelled!

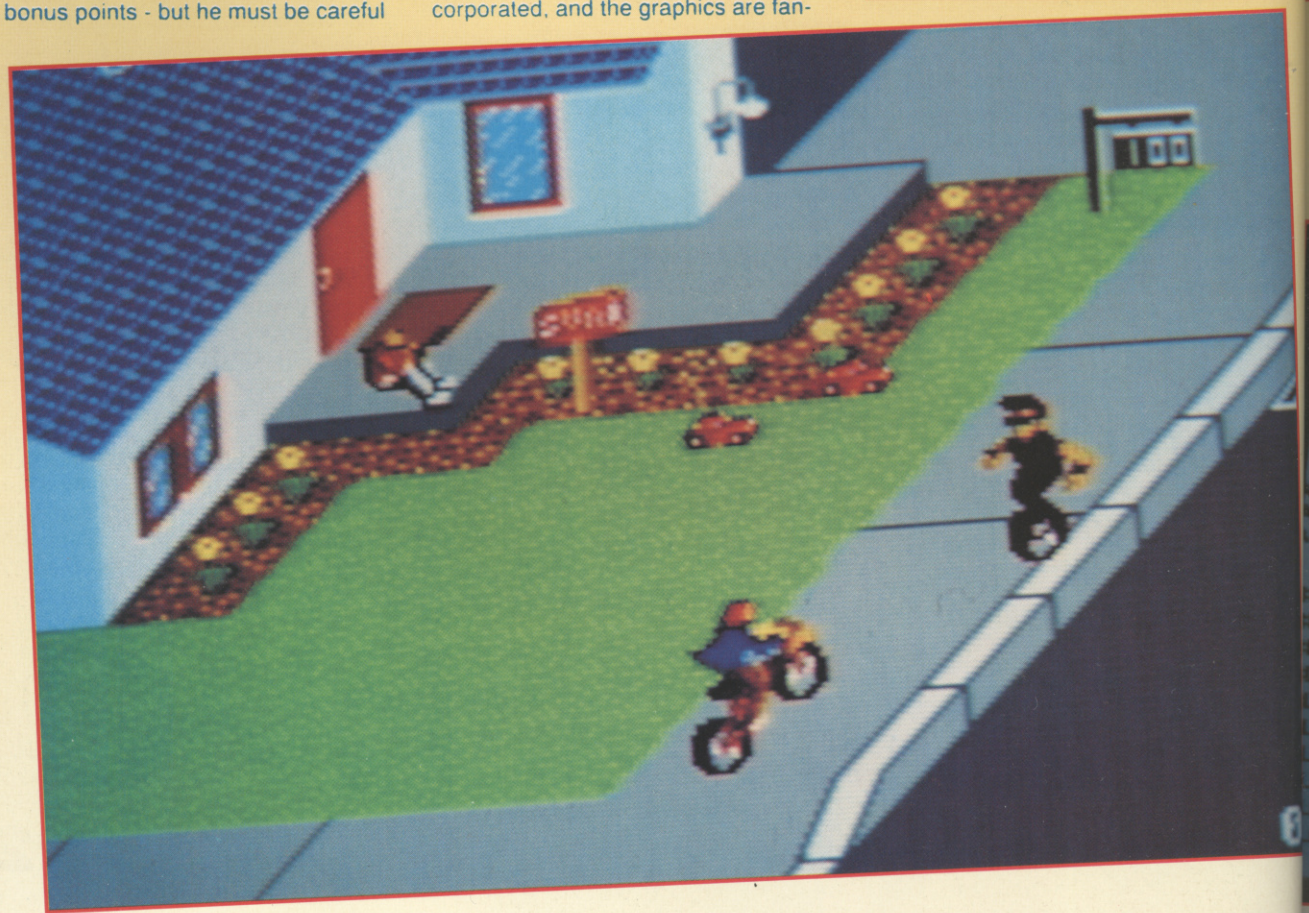
Non-subscriber's houses should be treated with the contempt they deserve, and riding over their flower beds, throwing papers through the windows or breaking any of their garden ornaments all gives bonus points!

Throughout the entire round Paperboy must avoid a variety of hazards, including workmen, mad drivers, loony breakdancers, dogs, radio controlled cars and renegade grass mowers! One hit from any of these results in the loss of one of paperboy's three lives.

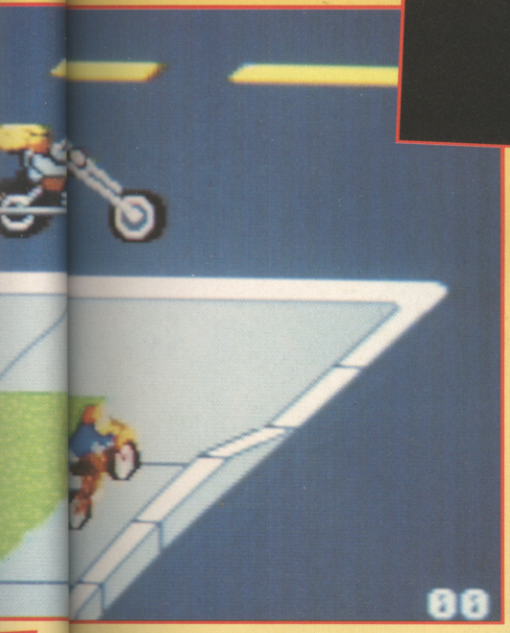
At the end of each delivery is a stunt course where Paperboy can earn extra points by knocking down targets with spare papers and leaping over jumps!

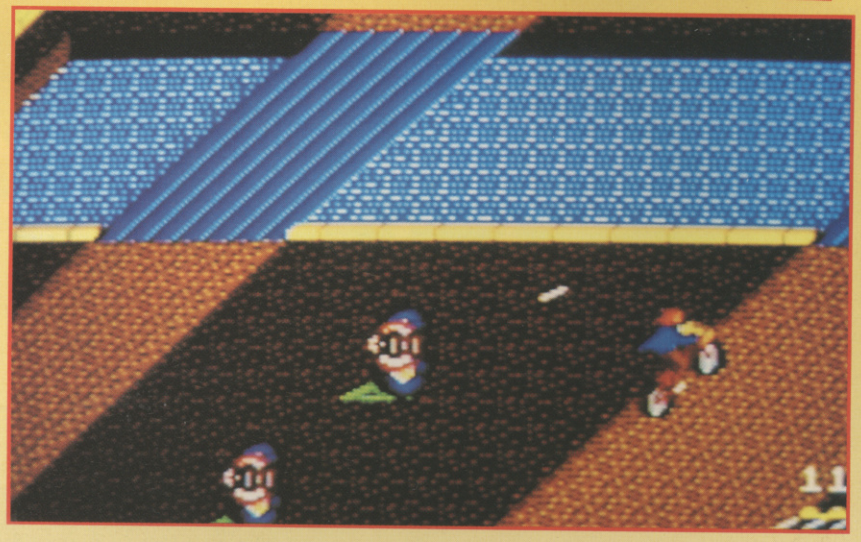
US Gold have certainly come up trumps with this conversion! All the features of the arcade game have been incorporated, and the graphics are fan-





PAPERBOY™

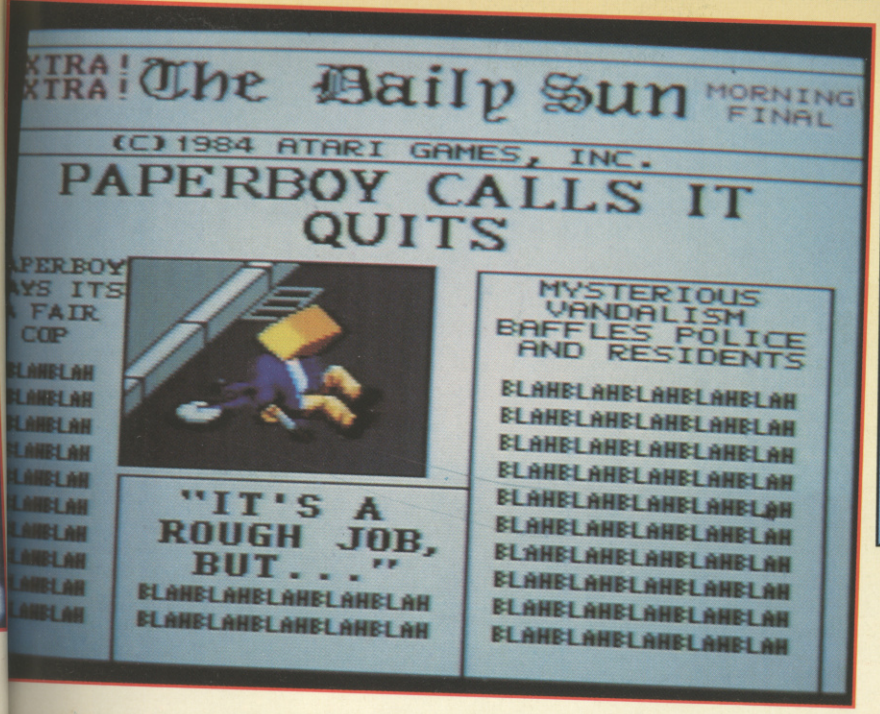




tastic, with colourful, solid looking sprites and detailed, smooth-scrolling backdrops which are as close to the coin-op as you could get on the Sega!

The gameplay replicates all the fun and addiction of the arcade machine, and is challenging enough to keep you entertained for some considerable period of time. An excellent conversion which shouldn't be missed.

JULIAN RIGNALL



RATINGS

GRAPHICS 94%
Detailed sprites and great backdrops.

SOUND 80%
A neat rendition of the coin-op soundtrack and good spot effects.

VALUE 90%
Worth every penny.

PLAYABILITY 95%
Addictive, challenging and entertaining. What more do you want?

OVERALL 94%
A thoroughly enjoyable arcade conversion which deserves a place in every Sega owner's collection.

SUPER STA

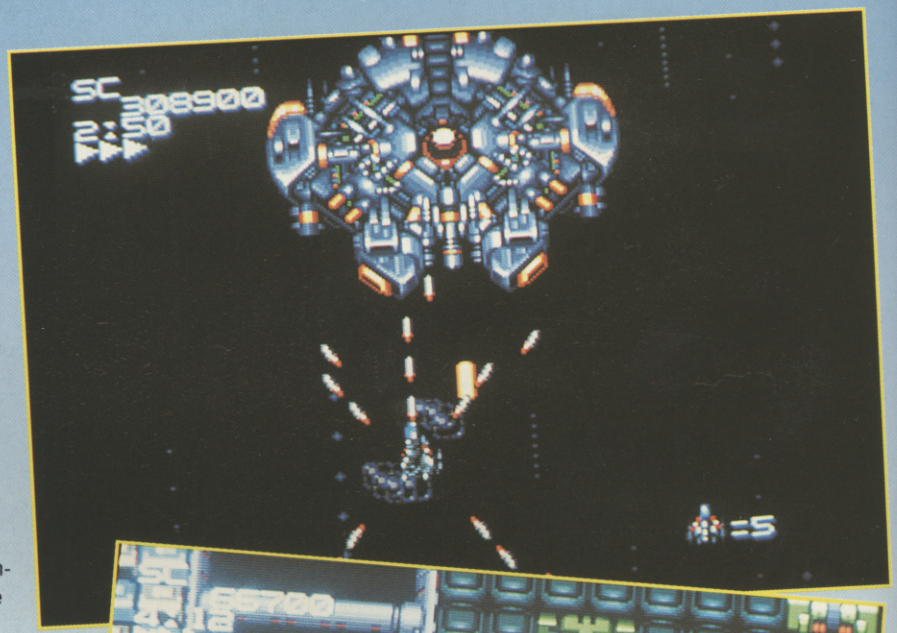
PC ENGINE

It was about this time last year that I was raving over a PC Engine shoot 'em up called Gunhed, which featured more arcade quality graphics, sound and action than had ever been seen before on a home machine.

Gunhed must have been one of the toughest acts to follow ever, but Hudson Soft, together with Inter State and Kaneko, have put together this sequel.

Once again you are put at the controls of a tiny starship, on a mission to cross vast tracts of space and alien plains, strafing enemy ground forces and gunning down huge numbers of spacecraft and enormous bosses.

As in Gunhed, you start the game armed only with a weedy rapid-fire cannon, but this can be traded in for ripple lasers, a (pretty useless) flame thrower or powerful Tatsujin-like lightning lasers when you run into the appropriately power-up capsule. Keep collecting the same capsule types and you can upgrade your armament at least four times to provide multi-directional shots and rotating shield pods. Once fully tooled-up, any further capsules you pick up instantly explode as smart bombs.



As well as the standard weapons capsules, there are two types of secondary armaments to equip your ship with. Capsules bearing an O contain "options", two indestructible shield ships which can be made to spin around your craft or be stationed at the sides, or in front and behind. Homing missiles, which are launched in sets of two or four come in capsules labeled with an H. Finally, there are the flashing capsules, which don't contain weapons but provide you with "Golden Ship" capability so that your next ship will continue the game from where the last one was destroyed, instead of having to start from the beginning of the level.

The SELECT button controls the speed of your ship, as indicated by the number of arrowheads under the scoreline.

Gunhed certainly was a tough act to follow, and though Super Star Soldier is undoubtedly a superb shoot 'em up, I'm afraid it can't quite match the original for amaze-your-friends value. There's no speech, there are fewer weapons and the ones you get are much less spectacular than Gunhed's screen-wide electric death beams. What SSS does have over Gunhed, though, is speed and aggression. In spite of its big guns, an average games player didn't have to work too hard to beat Gunhed, so as shoot 'em ups go, it was considered a bit of a softy. The programmers of the sequel have turned up the heat quite considerably for SSS and the playfield is constantly seething with innumerable space scum, bullets, gun emplacements and laser beams - I don't think I've ever seen so many sprites ricocheting around a PC Engine screen before, with no flickering or slowing of pace! As well as the standard mode of play, the game includes two tournament games, a two minute and a five minute game, which are great fun when you're playing in a group.

Hudson might not have topped Gunhed (I'm not sure they, or anyone else, could) but this is still one of the top PC Engine shoot 'em ups around.

PAUL GLANCEY

RATINGS

GRAPHICS 90%
Visually, very impressive. Terrific backdrops, loads of great monsters, and not a hint of sprite flicker!

SOUND 80%
Quality tunes and sound effects, but some speech would have been nice.

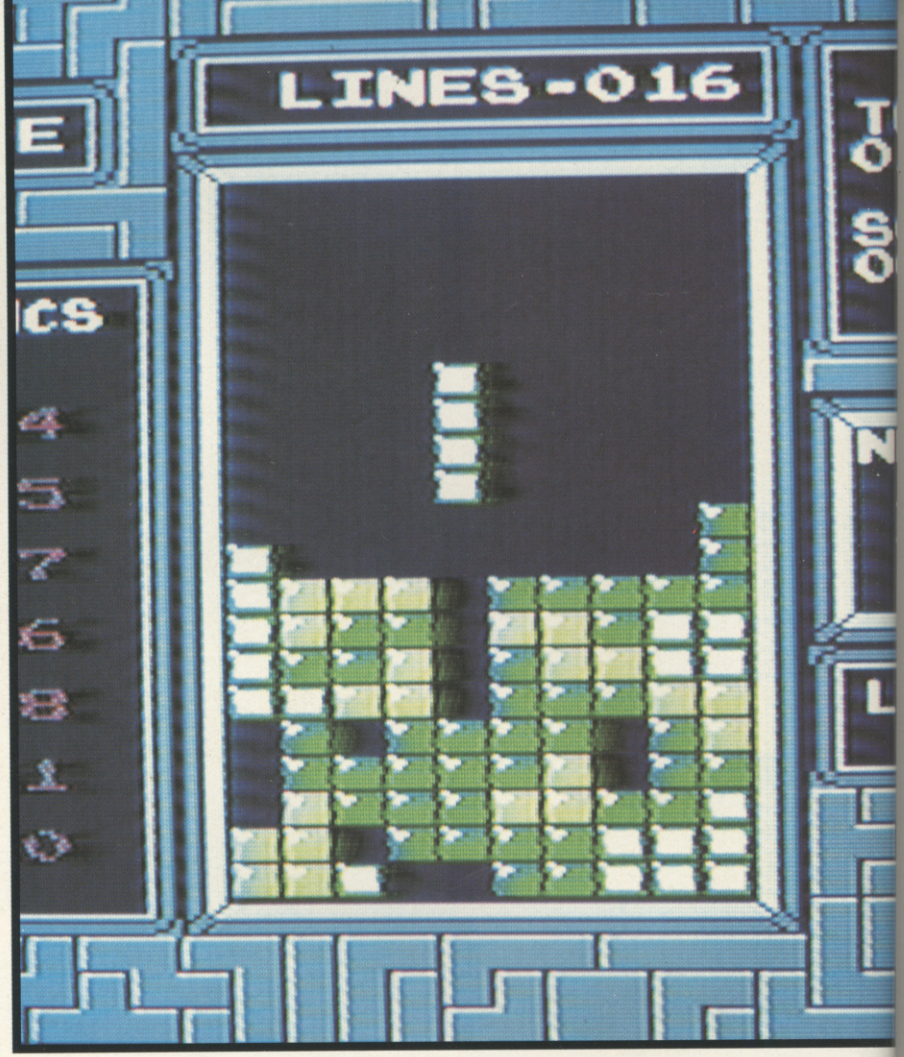
VALUE 86%
Plenty of good blasting excitement for your money.

PLAYABILITY 88%
Slightly more difficult than Gunhed, and very nearly as playable.

OVERALL 89%
A top class shoot 'em up, which any PC Engine blast fan should add to his cartridge collection.

TAR SOLDIER

NINTENDO



TETRIS

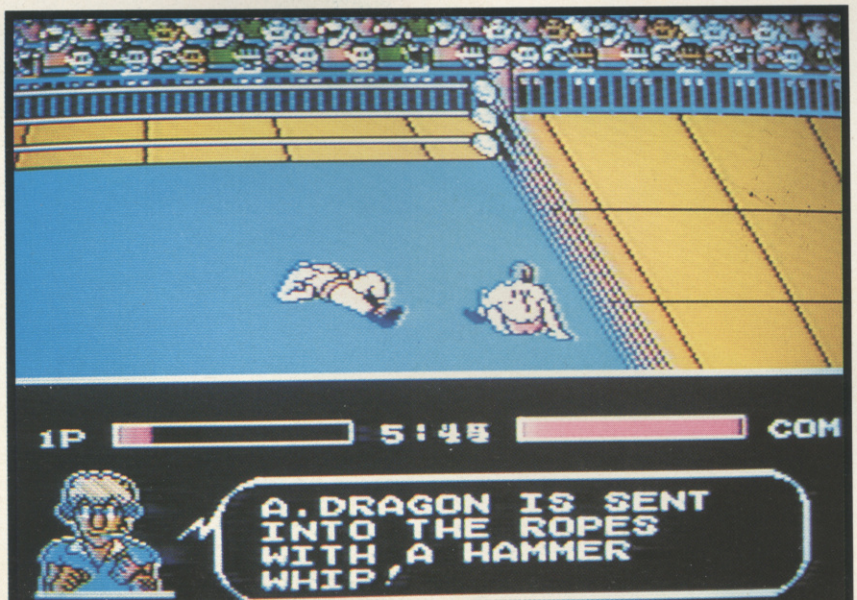
Hands up all those who haven't a clue what Tetris is. If you're one of those people with their pinkies up in the air, where have you been? The classic Russian import makes its way at last onto the NES after much legal wrangling over which version to release. Tengen, who also knocked up a version for the NES, lost out to Nintendo, so it's their game which you'll find in stores around the world.

The idea behind Tetris is simple. Various shaped blocks fall down the screen, and your task is to link the shapes together to form lines. Once a line is formed it disappears, leaving more time and room for the player to form more and more, until the pressure gets too much and the blocks reach the top of the screen, whereupon the game ends. The more lines you form at any one time, the higher the score; you can build doubles, triples and the Tetris - a block of four completed lines. Once you become proficient at the basic level you can make the game more challenging by boosting up the difficulty (there are scores of different skill levels) or playing the extra challenge game, in which twenty-five lives must be formed.

You never know, one day you may even be good enough to try the trickiest task - twenty-five lines at level nine with blocks already half-way up the screen!

I must have played every version of Tetris available, including that by Tengen (which officially you can't get your hands on), and I must say that this NES attempt is the worst of the lot. Which isn't as bad as it sounds actually; what I should say is it's the worst out of a brilliant bunch, as it's still as playable as it ever was. Nintendo Tetris is practically a Game Boy port-across, and while the format may work spectacularly on the NES's little brother, it falls flat on its face on the big machine, featuring a poor screen layout and sluggish controls, making those first early attempts rather disorientating. However, subsequent games get the player firmly into the swing of things, and you begin to appreciate Tetris for what it is - a simple idea made into a stunning game.

PAUL RAND



RATINGS

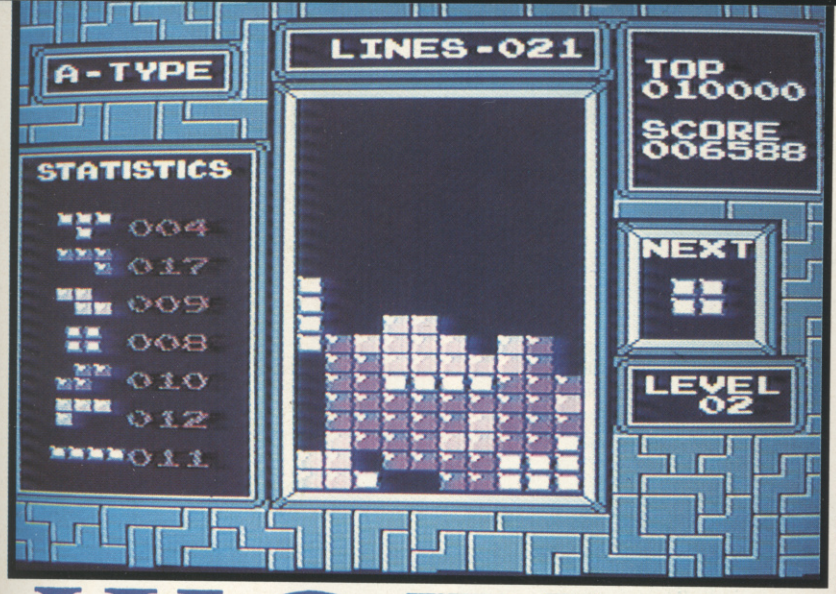
GRAPHICS 74%
Poor, in relation to other versions.

SOUND 80%
Three jaunty tunes and a few adequate effects.

VALUE 92%
For all its faults, it's Tetris when all's said and done.

PLAYABILITY 83%
Awkward to begin with, due to poor design, but gets better with practice.

OVERALL 91%
The most disappointing of all the versions, but still a brilliant puzzle game.



WORLD WRESTLING

RATINGS

GRAPHICS 86%
Humorous, detailed sprites.

SOUND 80%
Good tunes and appropriate bone-crunching effects.

VALUE 84%
Sports sim fans will shell out on the spot.

PLAYABILITY 80%
The control method is a bit confusing at first, but you'll soon master it.

OVERALL 84%
A super game based on an unusual sport.

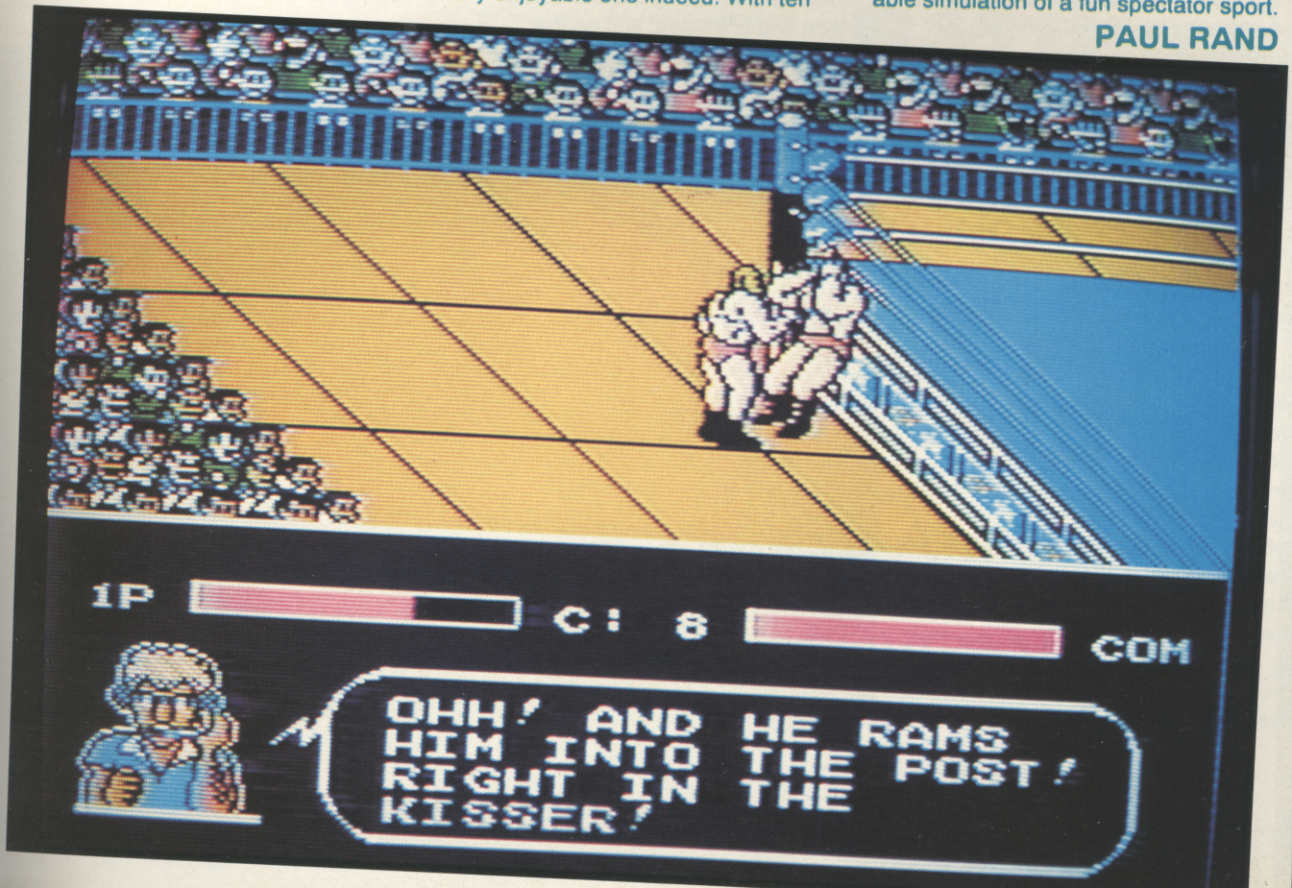
NINTENDO

Big Daddy and Giant Haystacks. They were real lads, weren't they? Well, no - they were two overweight men who lumbered around to the cackles of handbag-wielding grannies. What we have in this wrestling sim are REAL bastions of the sport which is taken seriously in the US.

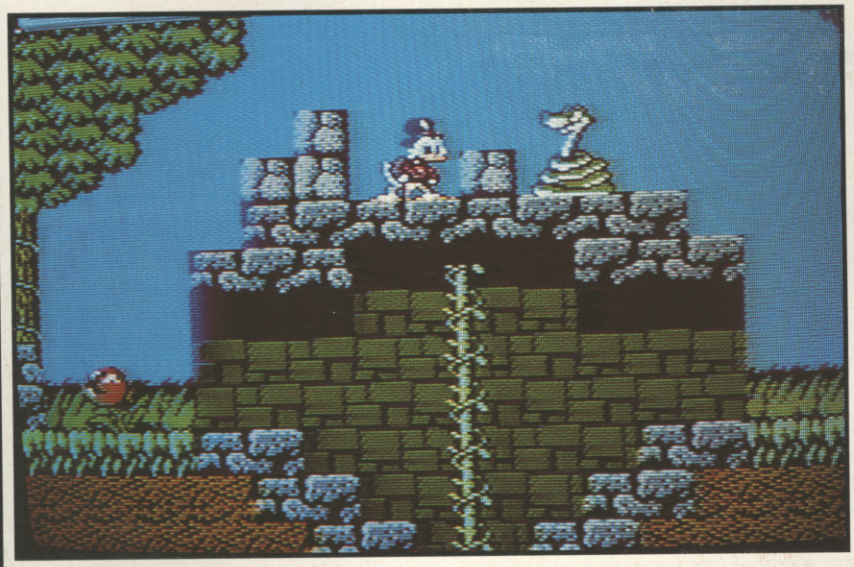
Everyone knows the rules; get into the ring and be the first to hold your opponent down for a count of three to win. All the great moves are featured, including the Piledriver (grab the other guy by the legs and ram his head into the floor) and the good old Suplex (basically get the bloke down and bend his legs backwards!). You're not limited to the ring either - throw your opponent out and you can continue the battle amongst the audience, but make sure you get back into the ring before the other fella, or you're out!

Wrestling is an unusual sport to convert to digital form, but this is a very enjoyable one indeed. With ten fighters to choose from and a number of pre-fight training routines to partake in, there's certainly variety, and once you get into the ring, you'll be amazed at the amount of different moves your fighter is capable of producing, all of them reasonably simple to implement considering the relatively limited options given to you by the control pad. Couple the enjoyable gameplay with humorous graphics and jaunty tunes and effects and you have a respectable simulation of a fun spectator sport.

PAUL RAND



DUCK TALES



NINTENDO

Uncle Scrooge McDuck is never one to pass up the chance to earn a few bucks, but in this game he's hit on a way to get money for nothing, and some chicks (well, kidnapped ducklings actually) free.

After selecting one of three difficulty levels you are transported to the transporter room in Scrooge's Duckburg mansion. From here, Scrooge teleports himself between five areas (Transylvania, The Amazon, African Diamond Mines, The Antarctic and the Moon) where there are hidden gemstones just waiting to line his pockets.

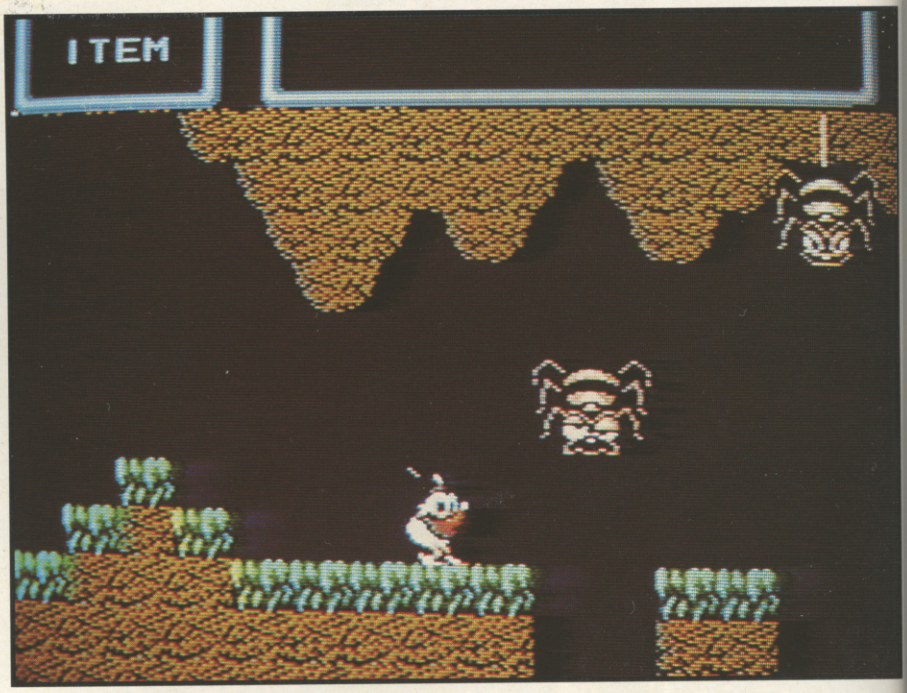
Wandering around each location are a whole bunch of critters who only like ducks roasted, and who take exception when one starts rummaging about their place looking for the family jewels. Luckily Scrooge is armed with his walking cane which he uses to whack rocks at monsters, and which doubles up as a pogo stick - very handy for reaching those high platforms.

There are several levels to each world, and as well as diamonds, there are secret transporters and passages, bonus rooms, keys and other items to aid Scrooge's quest. You may also run into some of Scrooge's family, who might provide information or a lift back to Duckburg.

All these characters are brilliantly drawn and animated, and on the whole the game is one of the best-looking Nintendo titles I've seen, but then, being a Disney licence, it should be. Sound, too has been put to good use, and the action is backed by some very jaunty little tunes.

Though the graphics definitely are a major factor in the enjoyability of Duck Tales, the platform/puzzle gameplay is great fun, and challenging too. So whether you're a Duck fan or not, this is definitely a title to put on your shopping list.

PAUL GLANCEY



RATINGS

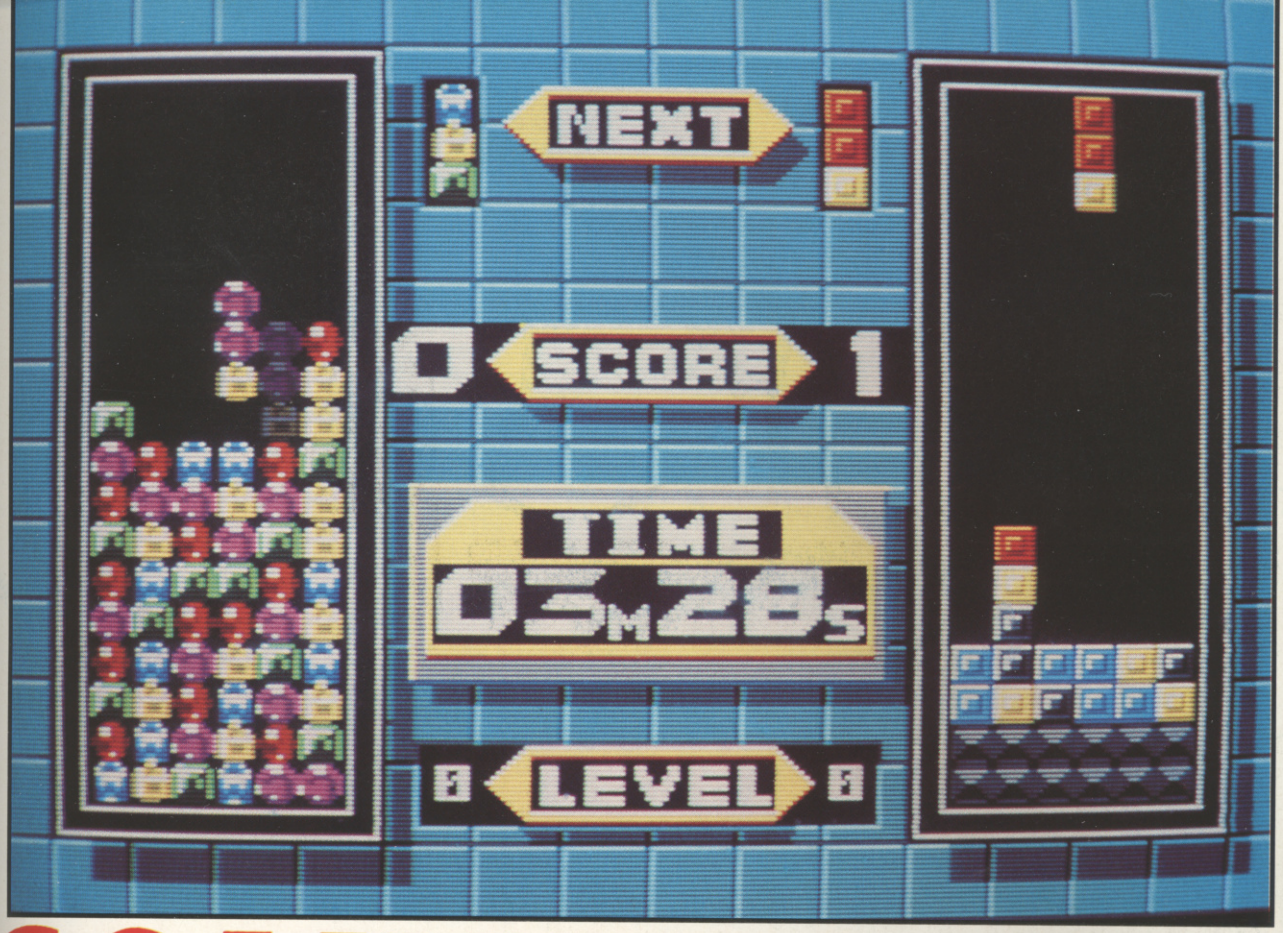
GRAPHICS 93%
Marvellous cartoon-like sprites and scenery help make the game a treat to play.

SOUND 80%
A different tune backs the action in every level and some of them are very jolly indeed. Effects are appropriate, though not outstanding.

VALUE 86%
You get five big levels for your money.

PLAYABILITY 87%
The basic gameplay is good enough, but uncovering all the secrets adds an extra dimension of fun.

OVERALL 89%
A really enjoyable arcade adventure with tremendous graphics and hours of exploration fun.



COLUMNS

SEGA MASTER SYSTEM

If you're one of the x per cent of the population who are colour blind, you might as well skip this page, because Columns is a Tetris-like puzzle game but it takes matching up colours as its premise, rather than fitting together tiles.

Columns of three blocks (or fruit, or jewels, or card suits or dice - OK, I suppose you could play it if you're colour blind) drop from the top of the playing frame onto a pile of blocks at the bottom. The joypad moves the column left and right, while the buttons shift the colours of the blocks in the column.

Once the colours are arranged to your satisfaction, you have to manoeuvre the column so that it forms a line of three or more blocks of the same colour, whereupon, the row disappears from the pile.

For some, no doubt, neurological reason this colour arranging business seems to make Columns rather easier to get into than Tetris' shape sorting. Even on the fastest level you can continue forming rows, albeit more by luck than judgement, because by that time the pile is so big that wherever you drop a column it stands a good chance of linking up with a row of two somewhere in the pile. Then when that row disappears the blocks above it fall down and trigger another row, until you get a chain reaction of maybe four or five exploding rows - very satisfying.

The music is excellent, and the tempo gets cranked up as the game accelerates to turn up the excitement a notch. If you select the "flash" game, you get a 3D scrolling road behind the frame, and that speeds up too!

PAUL GLANCEY

RATINGS

GRAPHICS 80%
Not a particularly visually exciting game, but there a few graphical niceties to make it look pretty.

SOUND 88%
Hypnotic tunes that are conducive to concentration, and when the tempo increases, excitement.

VALUE 89%
Even when you've mastered the basic gameplay, there are plenty of skill level tweaks to keep things interesting.

PLAYABILITY 90%
Very easy to get into, and very rewarding to play.

OVERALL 89%
If you've ever longed for a Sega Tetris-alike, Columns fits the bill nicely.

SUPER SKY SHARK

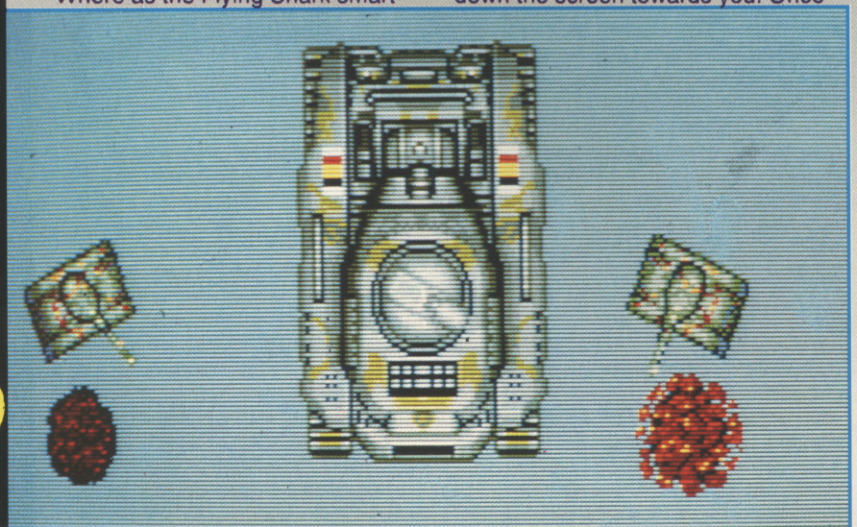
Dakka-dakka-booom! Time to climb into your trusty P-47, soar into the sky and blow the living daylights out of the enemy. Sound familiar? Probably, as this is a souped-up version of that old Taito vertically scrolling blaster, Flying Shark. You've got to progress from stage to stage blowing away enemy planes, tanks, big tanks, and even bigger tanks; collecting power-ups aplenty along the way.

Where as the Flying Shark smart bomb unleashed an explosion of gob-smacking proportions, here you have a back-up squadron of fighters flying in formation up the screen, each firing simultaneously. These planes aren't a permanent feature however - if they're hit they're lost.

Starting off with only a measly twin-shot cannon, power-ups are obviously the order of the day. Blow away a supply truck, and a power icon floats down the screen towards you. Once collected, these endow you with enhanced firepower, extra smart squadrons, extra lives, smart bombs and the like. These are all very useful, but cop a bullet up the exhaust, and it's bye-bye to a life and all your add-ons.

Super Sky Shark isn't exactly the most astounding game by today's standards, but it's not chronically bad, either. At the start it's too flippin' hard, but funnily enough, it gets easier as you progress. The graphics are nice, but no great shakes, and don't really add much to the atmosphere. The sound is a bit poor, and the tune's awful, but once into the game, you don't really take much notice. If you like games of this nature, take a look, but you'd be much better off with the likes of Tatsujin or Phelios.

ROBERT SWAN



RATINGS

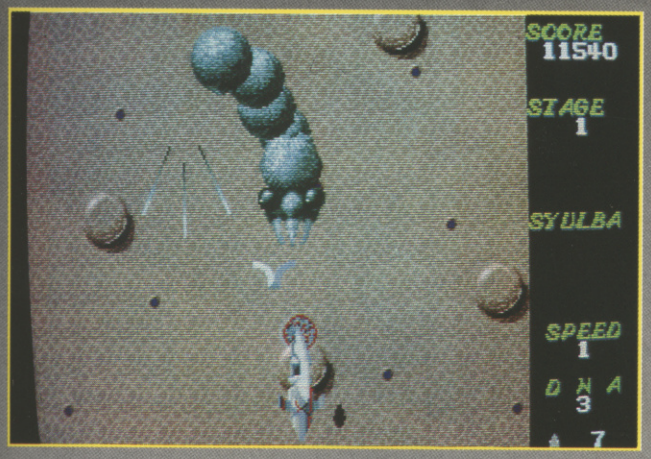
GRAPHICS 79%
Nice sprites, and quite colourful. Lots of lovely explosions (boom!).

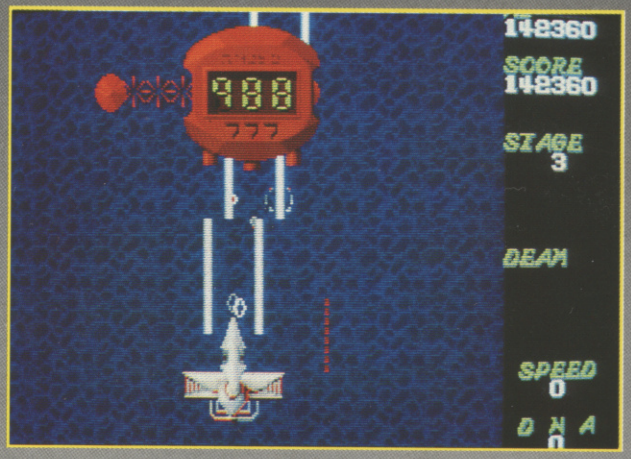
SOUND 70%
Basic spot effects, with a tune that becomes more than a little grating after a while.

VALUE 74%
Bog-standard fare, as far as shoot 'em ups go.

PLAYABILITY 72%
Plays in reverse, going from damned hard to easy peasy!

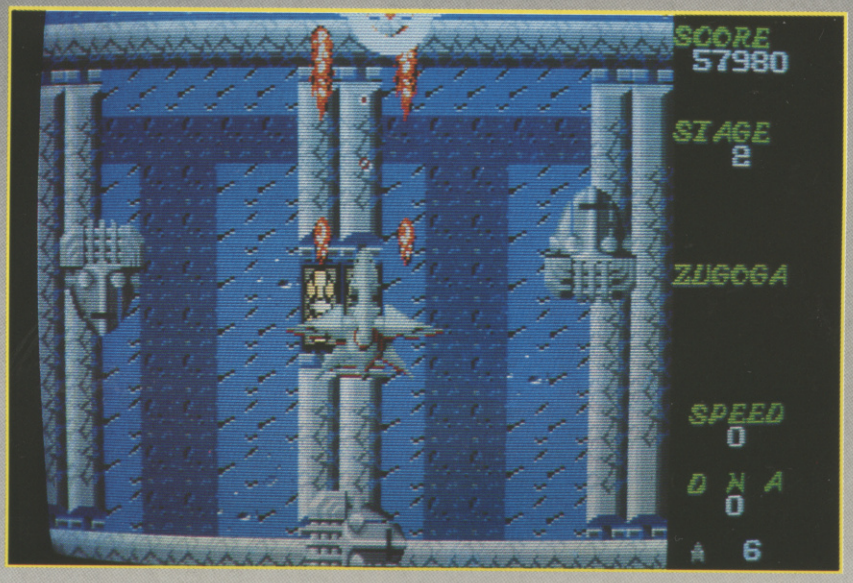
OVERALL 73%
Not a bad little game, but the Megadrive is capable of better.





DARWIN 4081

MEGADRIVE



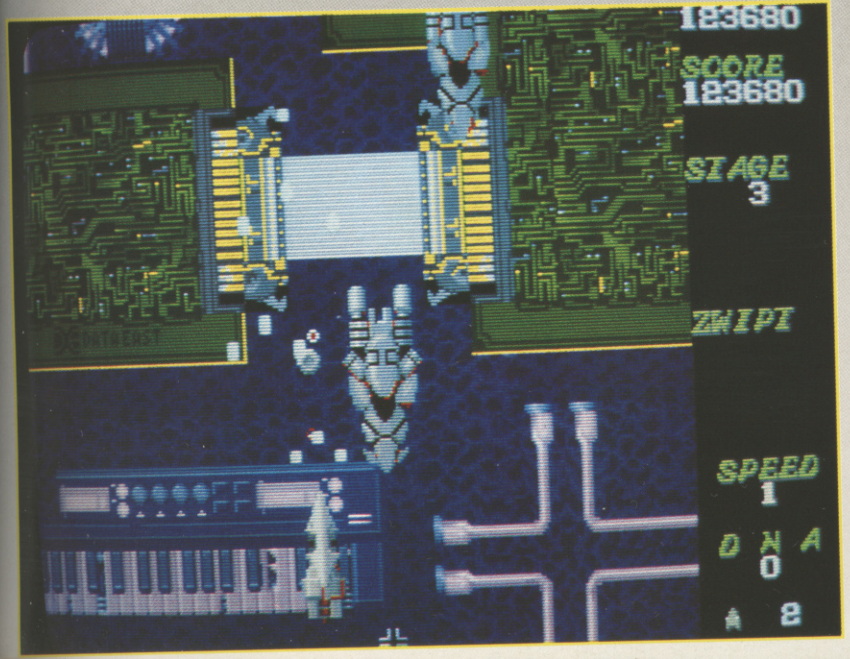
Darwin 4081 is a vertically scrolling shoot 'em up conversion of the little-known arcade game which appeared last year, and features progressively more powerful weapons, end of level guardians and wave upon wave of alien ships to blow away.

The bolt-on weapons change the shape of your ship according to which weapon you're using. Each enemy hit sustained removes the most powerful weapon and shrinks your ship down to its smallest form.

The game is fairly easy to get into, although the weapons system takes a while to work out as it's tricky to see what particular power-up you've just collected. Still, getting up to max power is the most important thing, so you can go and kick big baddie butt.

Although Darwin 4081 doesn't break any new grounds in the shoot 'em up genre, it provides a solid and enjoyable blast for anyone who wants to give their trigger finger a work-out.

JULIAN RIGNALL



RATINGS

GRAPHICS 81%
Loads of sprites and some excellent, detailed backdrops.

SOUND 75%
The soundtracks and blasting effects are fairly good.

VALUE 75%
A reasonable blaster for the price.

PLAYABILITY 81%
The collision detection is sometimes a little suspect, but ardent blasting fans should find the gameplay addictive.

OVERALL 79%
Nothing new on offer, but it's a playable and enjoyable game nonetheless.

COMPO

THE HO

WIN A PC ENGINE!

0898 700 149

Not only do we have a PC Engine on offer - but we're also giving away a copy of Gunhed, Splatterhouse and Devil Crash to the winner of this competition! Incredible! All you've got to do is dial that number, listen to the questions and you could be on your way to winning that amazing pint-sized console AND three amazing games to play on it!!!

WIN AN ATARI LYNX!

0898 700 149

If you're on the move, the Atari Lynx offers some of the most powerful computer hardware ever seen in a completely portable box that you can take anywhere you like! Play it in the car, on the bus, in the toilet! Anywhere!!! And it could all be yours simply by dialling that number. We'll even throw in a copy of California Games to get your games collection started!

WIN A NEO GEO!

0898 700 149

This one nearly broke the bank, but after a long struggle we've got one of these incredible new consoles on offer AND a copy of NAM 1975 to play on it! This little package would normally cost you well over £500, but all you have to do to stand a chance of winning this utterly incredible arcade-quality dream machine is pick up the phone and dial that number!

TLINES

COMPO

GAME-U-LIKE

0898 700 149

If you win this free-form competition, you can choose your prize from either a PC Engine, Megadrive or Game Boy. So if you want pint-sized power, top arcade-quality gaming or a brilliant machine that slips in your pocket, dial this number and get listening.

WIN A MEGADRIVE!

0898 700 149

The Megadrive is easily the hottest 16 bit games machine around - and it could be yours if you win this competition! And not only that, but we've also got a copy of ESWAT and Thunderforce III to give away with the machine, so you can get playing straight away! So what are you waiting for? Get dialling!

WIN £150.00 WORTH OF CONSOLE SOFTWARE

0898 700 149

Whether you've got a PC Engine, Megadrive, Nintendo, Sega, Game Boy, Lynx - or any console, this competition is for you. If you win this ultra-generous competition, you can choose any, and as many games as you like up to the value of £150.00! What a way to boost your games collection, eh? So pick up that phone and go for it!

IF YOU'RE UNDER 18 PLEASE MAKE SURE YOU GET YOUR PARENTS' PERMISSION BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 38p PER MINUTE (PEAK AND STANDARD RATE) AND 25p PER MINUTE (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

DID YOU WIN

Here's what you competition fiends have all been waiting for - the results to the comps held in the Complete Guide to Consoles Book II. Did you win? Well, peruse this list and find out...

THE ULTIMATE CONSOLES COLLECTION

This must be one of the best competitions ever run - a whole pile of consoles were up for grabs. And the winner is...

M AP HYWEL, SWANSEA, GLAMORGAN

THE NINTENDO COMP

Four Nintendo entertainment systems with copies of Batman and Teenage Mutant Hero Turtles were on offer here - and the four people who've won them are...

T WHITSED, PETERBOROUGH

SIMON WAN, THEYDON BOIS, ESSEX

MARTIN BALSON, BOURNEMOUTH, DORSET

BHURUT HARISH, NEWPORT, GWENT

SEGA MASTER SYSTEM

This unique, hand-painted beastie was won by no other than...

DEREK BORDER, NEWCASTLE

HOTLINES

And finally, here are the results of the hotline comps.

ATARI LYNX

This hand-held will be soon held in the hands of...

S WANG, CHELMSFORD, ESSEX

SEGA MEGADRIVE

This fabulous 16 bit megamachine has been sent to...

ROGER CLINTON, WARLEY, W MIDS

£150.00 WORTH OF SOFTWARE

The person whose software collection is about to be boosted considerably is...

DAVID ZELENSKI, LONDON E15

CHOOSE THE MACHINE

You could choose your console in this competition, and the person who's going to be doing just that is...

ANGELA CURRY, ROTTINGDEAN, E SUSSEX

PC Engine SUPPLIES

(MAIL ORDER)
PC ENGINE SUPPLIES,
223B WATERLOO ROAD,
COBRIDGE, S-O-T,
STAFFS ST6 2HS

(SHOP)
CONSOLE CONCEPTS,
THE VILLAGE,
NEWCASTLE-U-LYME,
STAFFS ST5 1QB

TELEPHONE 0782 712759 (9.00AM TO 5.30PM) 0782 213993 (6PM TO 7.30PM). ACCESS AND VISA NOW ACCEPTED
** VAT No 536 8202 45 FAX NO: 0782 208429** ** WE HAVE BEEN ESTABLISHED SUPPLIERS OF CONSOLES SINCE 1989 **

PC ENGINE PAL TV OR SCART, R-TYPE I + TALE MONSTERPATH	£165.00 INC P+P
PC ENGINE CD ROM SYSTEM, INTERFACE AND SIDEARMS SPECIAL	£315.00 INC P+P
SEGA MEGADRIVE(TV VERSION) "PRO 1 JOYSTICK + BATMAN FREE"	£185.00 INC P+P
SEGA MEGADRIVE SCART "PRO 1 JOYSTICK + BATMAN FREE"	£185.00 INC P+P
PC ENGINE SUPERGRAFX, GRAND SWORD + BATTLE ACE	£285.00 INC P+P

NOTE OUR MEGADRIVE RUNS JAPANESE/AMERICAN/BRITISH CARTRIDGES

PC ENGINE SOFTWARE

TATSUNOKO FIGHTER	£20.00
BLODIA	£25.00
PARANOIA	£28.00
BE BALL	£28.00
NEW ZEALAND STORY	£32.00
POWER DRIFT	£32.00
SHINOBI	£32.00
VOLFIED	£32.00
CYBERCORE	£32.00
SIDEARMS SPECIAL (CD)	£30.00
GOLDEN AXE (CD)	£33.00
FINAL ZONE II (CD)	£33.00
SON AND SON II (CD)	£33.00
BLUE BLINK	£33.00
TIGER ROAD	£33.00
SIDEARMS	£33.00
SPACE INVADERS	£33.00
RASTAN SAGA II (NEW)	£33.00
XEVIOUS (NEW)	£32.00
VIEIGE (NEW)	£33.00
STAR SOLDIER (GUNHEAD II)	£33.00
DOWNLOAD (NEW)	£33.00
DON'DOKO DON	£33.00
SUPER FOOLISH MAN (NEW)	£33.00
NINJA SPIRITS (NEW)	£33.00
IMAGE FIGHT (NEW)	£33.00
ALIEN CRUSH II(PINBALL)	£33.00
BEACH VOLLEYBALL (NEW)	£33.00
LODE RUNNER (NEW)	£33.00
PRO 1 AUTOFIRE JOYSTICK	£33.00
GHOULS + GHOSTS (SG)	£45.00
BATMAN	CALL
OPERATION WOLF	CALL
RABID LEPUS	CALL

SEGA MEGADRIVE SOFTWARE

ASSAULT CITY LEYNOS	£30.00
DARWIN 4081	£30.00
SPACE HARRIER II	£30.00
ALTERED BEAST	£30.00
FORGOTTEN WORLDS	£30.00
RAMBO III	£30.00
KAJUA II	£30.00
COLUMNS (TETRIS TYPE GAME)	£32.00
BASKETBALL	£32.00
TATSUJIN	£32.00
AFTERBURNER II	£33.00
AIR DIVER	£33.00
THUNDERFORCE II	£33.00
NEW ZEALAND STORY	£33.00
FINAL BLOW BOXING	£33.00
GOLDEN AXE	£33.00
SUPER SHINOBI	£33.00
WORLD CUP SOCCER	£33.00
THUNDERFORCE III	£33.00
DJ KID	£33.00
E-SWAT	£33.00
PHELIOS	£33.00
PHANTASY STAR II (6 MEG) BATTERY BACKUP (NEW PRICE)	£36.00
GHOSTBUSTERS (NEW)	£33.00
POPULOUS (ENGLISH MANUAL)	£39.00
BUDOKAN (ENGLISH MANUAL)	£39.00
PRO 1 AUTOFIRE JOYSTICK	£33.00
BATMAN (NEW)	£33.00
CYBERBALL	£33.00
SUPER MONACO GP	£33.00
MOONWALKER	£33.00
RASTAN SAGA II	£33.00
HELLFIRE	CALL

★★★PLEASE ADD £1.00 P+P FOR EACH TITLE ORDERED ON SEGA 16BIT/PC ENGINE★★★
★★★CUSTOMER LOYALTY SCHEME. GET A VOUCHER WITH EVERY GAME YOU BUY★★★
★★★COLLECT 4 VOUCHERS AND GET A FREE GAME (OUR CHOICE)★★★

★★★PLEASE NOTE ALL THE ABOVE GAMES ARE IMPORTS AND MAY NEED MODIFICATION TO RUN ON THE OFFICIAL BRITISH 16-BIT SEGA.★★★
★★★WE ARE ALSO STOCKISTS OF NEO-GEO/NINTENDO SEGA 8-BIT AND 16-BIT (UK)/ATARI LYNX/PC ENGINE HAND HELD★★★

SAME DAY DESPATCH ON ALL ACCESS/VISA AND POSTAL ORDERS IF IN STOCK (CALL US OF 0782 213993).
CHEQUES PLEASE ALLOW 3 DAYS FOR CLEARANCE

RETURN THIS VOUCHER WITH AN ORDER AND GET A FREE PC ENGINE/MEGADRIVE MAGAZINE

VOUCHER/ORDER FORM

PLEASE TICK HERE TO BE PUT ON MAILING LIST ☐

NAME _____

ADDRESS _____

_____

I enclose cheque/PO for £ _____

or charge Access/Visa No:

Expiry Date ___/___/___ **Signature** _____

PLEASE RETURN TO: PC ENGINE SUPPLIES, 223B WATERLOO ROAD, COBRIDGE, STOKE-ON-TRENT, STAFFS ST6 2HS.

RATINGS

GRAPHICS 72%
Just like the arcade game - good, but dated.

SOUND 68%
Just like the arcade game - good, but dated.

VALUE 68%
A fair amount of money to spend on a good, but dated arcade conversion.

PLAYABILITY 80%
Just like the arcade game - good, but dated.

OVERALL 72%
Just like the arcade game - good, but dated.

XEVIOUS

PC ENGINE

The Xevious Attack Craft is one formidable hunk of metal; sleek, swift and armed with the very latest in ballistic technology, it is capable of slipping through the most revolutionary radar systems unseen, ready to cut a swathe through the air and ground-based defences of any opposing planet.

So it's a good thing that it's been invented, because an evil dictator has just declared war on Earth, and you're the only person capable of stopping the alien onslaught in its tracks.

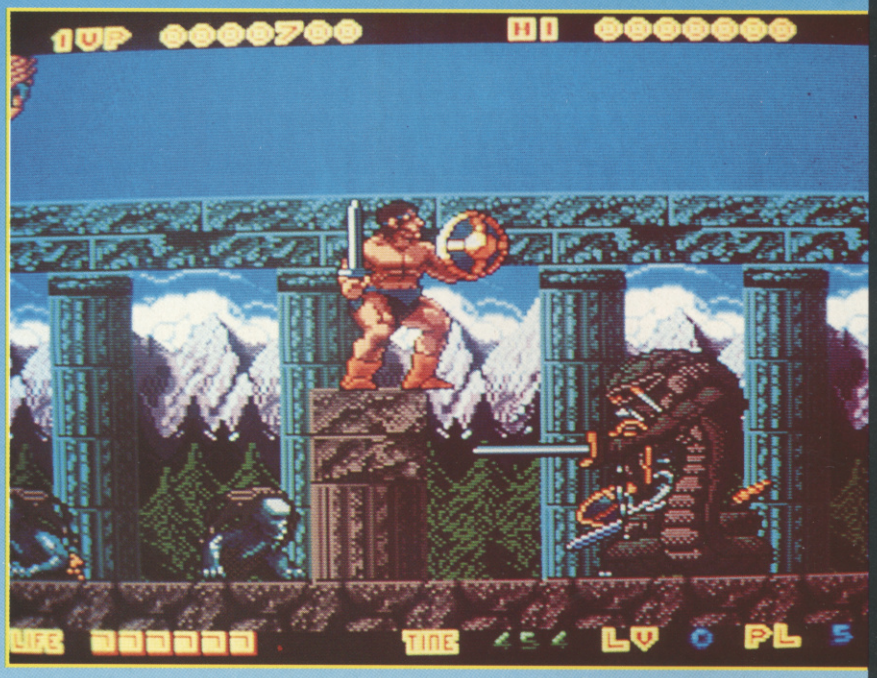
So, just fly up the vertically scrolling landscape, letting off those high-energy lasers at any passing spacecraft. And if there's something on the ground firing missiles at you, simply aim those handy bombs and let rip! You begin with three Xevious ships in your squadron, earning an extra ship with every 20,000 points amassed - so start amassing!

As conversions of eight year-old coin-ops go, Xevious on the PC Engine cannot be faulted. Graphically it's arcade perfect, with those winged and not-so winged enemy craft whizzing around the screen at a fair old rate, and the Engine's sound chip does a marvellous impression of the original's effects and ditties. Trouble is, the game is so old it's had a bus pass for the past few years, and, what with the likes of Gunhed available at around three quid cheaper, it's difficult to call Xevious a good value product, whether you're a nostalgia freak or not. However, it's always been an enjoyable, if mindless blaster, which I'm sure will find a home in many peoples' wardrobes - until they realise what the PC Engine is REALLY capable of.

PAUL RAND

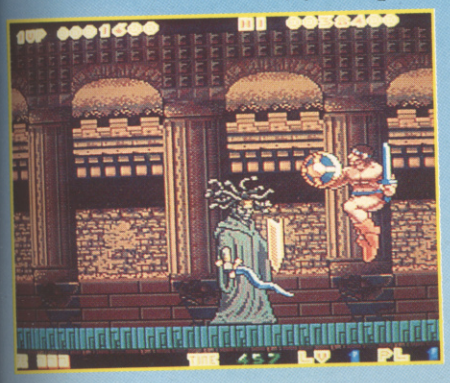
RASTAN II

PC ENGINE



He's big. He's bad. He hasn't washed for weeks and his hair is greasy. He's Rastan the barbarian, and he's returned to our screens in the follow up to the classic hack 'n slay coin-op.

There's nothing unusual in the quest he must complete, that of charging through various landscapes, walloping an assortment of baddies which range from zombies to dragons and a squat little creature which bears a striking similarity to the Gamorrean guards from Return Of The Jedi. At the end of each level, all of which consist of three stages, lurks a guardian which must be thwarted if old Muscly is to continue. And should you find all this death-dealing a bit too hot to handle, even with the five lives and three continues at your disposal, there are a plethora of bonus items simply itching to be collected, including extra energy should yours need replenishing, and new, more powerful weapons.



Although he's grown somewhat since his last escapade (he must be on steroids!), Rastan is still the same lovable, bloodthirsty character as before. The game has lost nothing in its conversion from coin-op to Engine, and features meaty graphics, thumping tunes and spot effects, and a suitably high level of difficulty, what with enemy creatures coming at you from all directions hurling axes, fireballs and goodness-knows what else! My only real gripe with Rastan II is that it's not that far removed from its prequel, but if hacking baddies is your thing then you could do considerably worse than checking this particular one out.

PAUL RAND

RATINGS

GRAPHICS 81%
Big and bold, just like the man himself

SOUND 80%
A bit weak in places, but generally well above average tunes and effects.

VALUE 79%
Hack 'em ups are pretty much two-a-penny, but Rastan II's one of the better of the bunch.

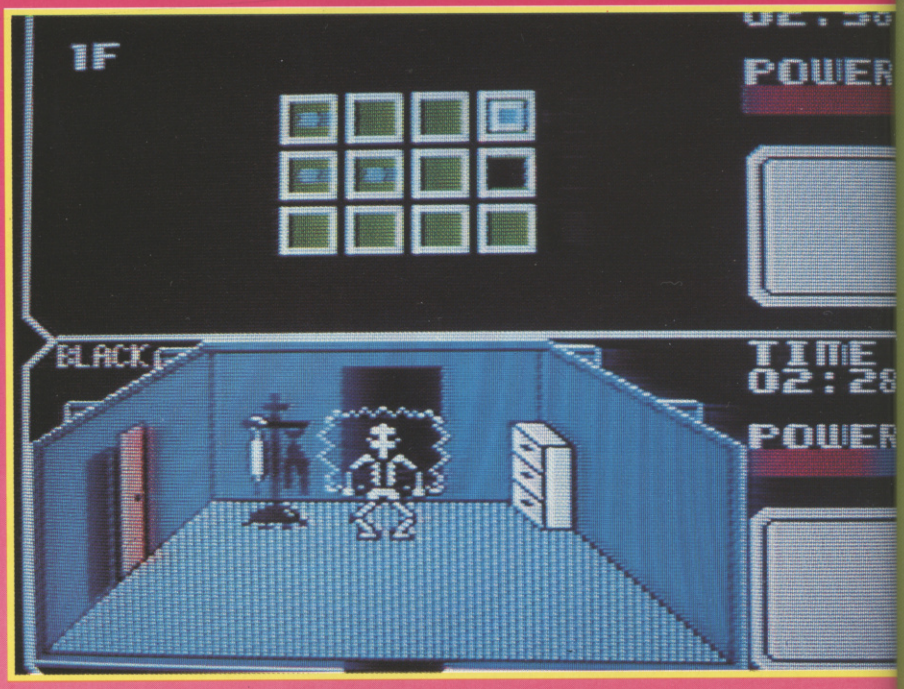
PLAYABILITY 82%
Tough and demanding, as all good games should be.

OVERALL 81%
When the game's this good it's worth one more excursion into hack 'n slay land.

NINTENDO

Straight from the pages of MAD magazine comes Spy vs Spy, the everyday story of two spies whose aim in life generally seems to involve blowing each other up with a variety of hilarious booby traps - great stuff for a computer translation.

This Nintendo conversion features eight missions for the spies to complete, and in all of them the general objective is pretty simple. Several items need to be found in a very strict time limit and an escape made before the building explodes. Sounds pretty simple, huh? Well, it would be if it wasn't for the fact that another spy is attempting do exactly the exactly the same thing!



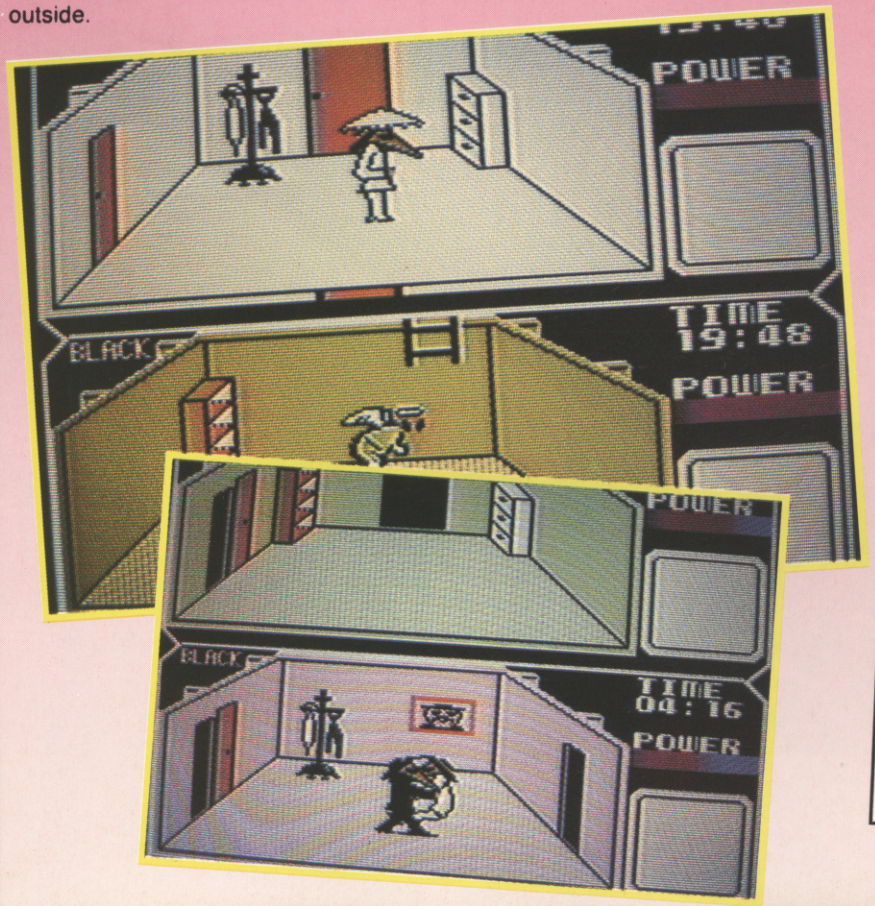
SPY vs SPY

To keep your not-so-friendly chum at bay, the spy has a number of cunning tricks up his rather large sleeves. Traps include electrified buckets of water for booby trapping doors, or perhaps leaving an explosive package in the furniture is more your style. One thing's for sure, in this sort of race there can only be one winner - and there's only one getaway plane waiting outside.

I might venture to say that Nintendo Spy vs Spy is one of the best home translations of this classic game. Hours of top notch playability have been crammed into this cart - but what really makes it a winner is the two-player option. If ever you've been tempted to beat your best friend senseless with a large club, this game is for you.

The graphics may seem bland and repetitive at times, and the sound is nothing much to write home about - but this is a game of cunning, and quick thinking reaps plenty of rewards. An enjoyable game in one player mode, greatly enhanced if you challenge a mate to play.

RICHARD LEADBETTER



RATINGS

GRAPHICS 70%
Fairly crude backdrops and sprites, but they serve their purpose and there are plenty of amusing comic touches.

SOUND 79%
Decent, but repetitive tune and mediocre sound effects.

VALUE 79%
There's not much variety in the eight levels and the one player game won't last forever, but the two player option will keep you busy for months.

PLAYABILITY 86%
You can't beat the fun of springing a particularly lethal trap on your opponent.

OVERALL 84%
An evergreen classic holding its own extremely well on the Nintendo.

FAXANADU

NINTENDO

Disaster! A meteorite has crashed into The World Tree, allowing a load of nasty dwarves to climb up from the underworld to bother the nice folks on the surface.

After a wander in the countryside you return to your home town to discover that it's been overrun by dwarves and their co-monsters. It's up to you to travel the tree, setting it and its inhabitants to rights by enlisting the help of local townsfolk, merchants, gurus (who provide mantra passwords to let you restart the game at the last temple you entered), and the Tree King, who is so desperate that he readily hands over money to finance your venture.

If you've ever played Link: Legend of Zelda II, Faxanadu's role-playing gameplay will be pretty familiar. Weapons, items, magic and so on are chosen via a collection of menus, a system that is adequate if not innovative. There's also a lot of jumping about and beating up to be done, and these are easily mastered, too.

I found Faxanadu easier to get into than Link, because the plot is more "linear" - you don't choose which town you want to visit next, you just go where the game leads you. Personally I would have preferred to be able explore the whole map for myself, but if you're new to this sort of game, it saves you a bit of brainwork.

PAUL GLANCEY

RATINGS

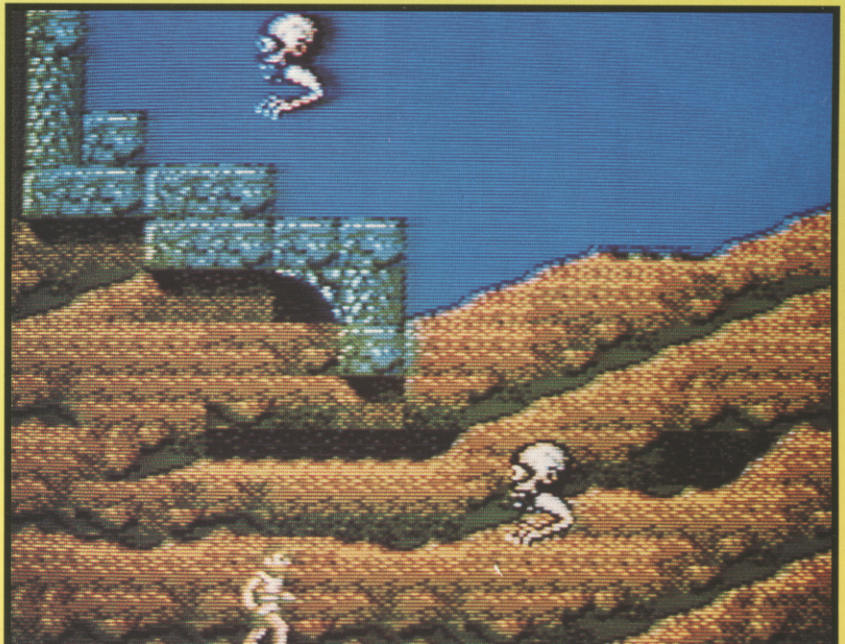
GRAPHICS 79%
Too drab to be really eyecatching, but nicely drawn all the same.

SOUND 60%
Standard sound effects and a few background tunes burble away incessantly.

VALUE 79%
Quite a quest, but it should keep novices occupied longer than Zelda veterans.

PLAYABILITY 80%
Good fun, and easy to get into, so it should appeal to arcade and adventure fans alike.

OVERALL 80%
An enjoyable role-playing jaunt which serves as a good introduction to this type of game.



COLUMNS

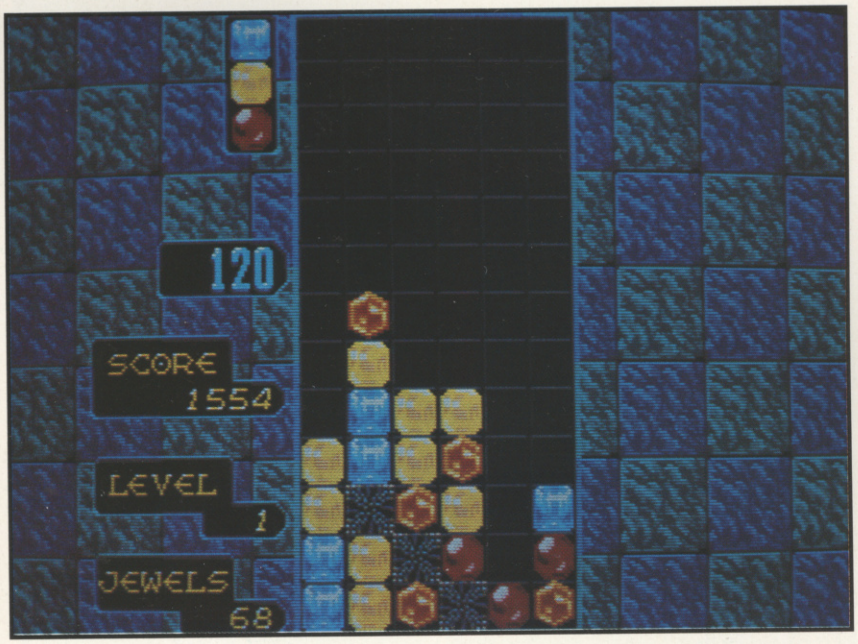
MEGADRIVE

Columns is a conversion of Sega's own coin-op, and is a puzzle game along the lines of Tetris (what, not another one?).

Blocks of three coloured shapes fall into a well, and you have to cycle the colours so that when they fall, they match up with the colours already there. Complete lines of three or more similar colours in any direction disappear from the screen, and the remaining blocks fall to the bottom. As the levels progress, the blocks get faster and faster, and are more difficult to turn in the time allowed. Let the blocks fill up the well, and it's game over.

One might argue that there are already too many Tetris-alike games on the market, and another game would simply get swamped under the ever-increasing multitude. But when it's as slickly executed as Columns, it has something with which to stand out from the rest. Graphics are nice and colourful, if a little functional, and the superb music is really hypnotic. Columns is really easy to get into, and horribly addictive, and once started, incredibly difficult to put down. If puzzle games are your thing, take a look, and prepare to be hooked.

ROBERT SWAN



RATINGS

GRAPHICS 60%
Bright, colourful blocks, but little else.

SOUND 94%
Haunting melodies that enhance the atmosphere no end.

VALUE 92%
Yonks of fun, and worth every penny.

PLAYABILITY 94%
It's immensely difficult to stop playing once you've started.

OVERALL 90%
A flippin' good Tetris-style game that's got that spark of originality to keep it from being just one of the crowd.

CONSOLE * QUEST

Tel: (0903) 63786 Office hours: 10am-1pm 2-9pm Monday to Friday

PROSPECTIVE CONSOLERS – COME & EXPLORE THE FUTURE WITH US

We, at Console Quest, would like you to enter the brilliant, wonderful, colourful **NEW** era of games consoles – (okay, okay, so the Gameboy is only black & white, shucks!) and, then, find out what pleasure is really all about.

We supply both new and second hand console machines and games. We have the latest to the oldest, from *GHOSTBUSTERS* to *ALEX KIDD*. The prices for the games range from *£13* to *£50*.

Below are examples of new games that we have in stock:–

MEGADRIVE	PC ENGINE	GAMEBOY	NEO-GEO
E-SWAT	*GUNHED 2*	*BATMAN*	*MAGICIAN LORD*
SUPER MONACO	*RASTAN SAGA 2*	*SPIDERMAN*	*BASEBALL STARS*
BATMAN	*IMAGE FIGHT*	*DOUBLE DRAGON*	*RIDING HERO*
CYBERBALL	*DEVIL CRASH*	*PAPERBOY*	*VIETNAM 1975*
POPULOUS	*NINJA SPIRIT*	*BOXALL*	*NINJA COMBAT*
BUDOKAN	*LODE RUNNER*	*NFL FOOTBALL*	*CYBERLIP*
+ 27 more	*+ 44 more*	*+ 30 more*	*More expected*

We supply joypads & joysticks, MEGADRIVES & PC ENGINES at £155. The ATARI LYNX at *£155* too.
BUT most of all,
we provide help and a service, which we hope you will find is second to no-one else.
At Console Quest, we play the games and have great fun doing it.

PLEASE CALL, OR WRITE TO US, IF YOU WANT ANY HELP AT ALL.

CONSOLE QUEST, 1 ASHACRE MEWS, OFFINGTON, WORTHING, W. SUSSEX BN13 2DE.

★★★★SHEKHANA COMPUTERS Estab: 1978★★★★

★★ ACCESS ★ CREDIT CARDS LINE – 081-348-2907/340-8565 ★ VISA ★★

★★ PC ENGINE ★★

PC Engine Core Scart or Pal Version + Joypad + Power Supply Unit + One Free Game	169.99
CD Rom Unit + Interface	299.99
2 in 1 Joystick Use as Pad or Joystick Also Suitable for Both	
PC Engine & Sega Megadrive	39.99
Control Pad	19.99
PC – UK Power Supply	12.99
After Burner II	39.99
Atomic Robo Kid	24.99
Batman	39.99
Beach Volleyball	39.99
Chase HQ	29.99
City Hunter	29.99
Cyber Core	24.99
Devil Crash	39.99
Die Hard	39.99
Down Load	39.99
Formation Soccer	39.99
Gunhead	39.99
Heavy Unit	29.99
Klax	39.99
Naxat Open-Golf	29.99
New Zealand Story	29.99
Ninja Spirit	39.99
Operation Wolf	39.99
Paranoia	24.99
Power Drift	29.99
Psycho Chaser	29.99
Puzznic	39.99
Rastsan Saga II	39.99
Shinobi	24.99
Space Invaders	29.99
Splatter House	39.99
Super Star Soldier	39.99
Super Volleyball	29.99
Tiger Road	29.99
Viegues	29.99
Vigilante	29.99
World Court Tennis	29.99
Xevious	39.99

★★ SEGA 16-BIT ★★

Sega Megadrive Scart or Pal 1 + Joypad + Power Supply Unit (Plus One Free Game, Super Holyide Alex Kidd/Curse Whip Rush/Darwin 4081)	179.99
Sega Megadrive Scart or Pal 1 Version + Joypad + Power Supply Unit (Plus Free Game, Super Holyide Alex Kidd/Darwin/Curse/Whip Rush + Two Pistol Grip Joysticks	199.99
8-Bit Convertor (Lets you run all your favorite 8-Bit games on the Megadrive.)	£34.99
Proffesional 1 Joystick	39.99
Explorer 1 Joystick	39.99
Joystick 2 in 1 (Top Arcade Quality Joysticks) 2 in 1 also suitable as a Joypad + Stick also suitable for the PC Engine.	
Pistol Grip Joystick	19.99
Sega Extra Control Pad	19.99
Quickshot 6 Jetfighter	14.99
Power Supply Unit	12.99
Scart Lead	12.99
After Burner II	39.99
Alex Kidd Enchanted	24.99
Altered Beast	34.99
Assualt Suit Leynos	29.99
Atomic Robo Kid	39.99
Batman	39.99
Curse	29.99
Darwin 4081	29.99
D. J. Boy	39.99
Eswat	39.99
Final Blow	39.99
Flying Shark	34.99
Forgotten World	34.99
Ghouls + Ghosts	39.99
Ghostbusters	39.99
Golden Axe	39.99
Kujyakuo King II	39.99
New Zealand Story	39.99
Philius	39.99
Rambo III	34.99
Space Harrier II	34.99
Super Holyide	29.99
Super Basketball	39.99
Super Hang-On	39.99
Super Shinobi	39.99
Tatsujin	39.99
Thunderforce III	39.99
Whip Lash	29.99
World Cup Soccer	39.99

★★ NINTENDO GAMEBOY ★★

Gameboy System	79.99
Gameboy + Any Game	99.99
Baseball	24.99
Batman	24.99
Blodia	24.99
Castlevania	24.99
Cosmotank	24.99
Double Dragon	24.99
F1	24.99
Flippul	24.99
Flippy	24.99
Ghostbusters II	24.99
Golf	24.99
Hyper Load Runner	24.99
Lock 'n' Chase	24.99
Makaimura Gaiden	24.99
Navy Moves	24.99
Nemisis	24.99
Teenage Turtles	24.99
Northstar Ken	24.99
Othello	24.99
Penguin Wars	24.99
Popeye	24.99
Puzzleboy	24.99
Quarth	24.99
Quix	24.99
Snoopy	24.99
Soccer Boy	24.99
Solar Striker	24.99
Space Invaders	24.99
Super Mario Land	24.99
Tennis	24.99
Tetris	24.99
Wizard	24.99
World Bowling	24.99
Zoids	24.99

★★ NINTENDO ★★

Turtle Bundle Pack	79.99
Action Set Bundle	99.99
Remote J/Stick	39.99
Zapper Gun	29.99
Quickshot 3 Turbo	9.99
Airwolf	34.99
Batman	34.99
Double Dragon II	34.99
Mike Tyson Punch Out	29.99
Rygar	34.99
Simons Quest – NEW	39.99
Skate or Die	34.99
Super Mario 2	39.99
Teenage Turtles	39.99
To The Earth – Gun Game	34.99
Track + Field II	39.99
Zelda II	39.99

★★ SEGA 8-BIT ★★

Sega Master System	74.99
Sega Master System Plus	94.99
Sega Control Stick	13.99
Quickshot Joystick	14.99
Rapid Fire Unit	5.99
Sega Power Unit	12.99
Sega Light Gun	28.99
Quickshot 3 Turbo	9.99
Quickjoy 6 Jetfighter	14.99
Wizz Master	9.99
Assualt City	28.99
Battle Outrun	28.99
California Games	28.99
Chase HQ	28.99
Double Dragon	28.99
Dynamite Dux	28.99
Galaxy Force	28.99
Golden Axe	28.99
Ninja	9.99
Operation Wolf	28.99
Psycho Fox	28.99
RC Grand Prix	28.99
Rescue Mission (Gun Game)	9.99
R-Type	28.99
Slap Shot	28.99
Tennis Ace	28.99
Wonderboy III	28.99
World Games	23.99
World Soccer	23.99

★★ ATARI LYNX ★★

Lynx + Gsme	149.99
Mains Power Supply	9.99
Blue Lighting	27.99
California Games	27.99
Chips Challenge	24.99
Electrocop	27.99
Gates of Zendocon	27.99
Gauntlet	34.99
Rampage	34.99

★★ NEO-GEO ★★

Neo-Geo + Joystick Scart or Pal 1 Version	399.99
Neo-Geo PSU	24.99
Scart Lead	14.99
Baseball	199.99
Top Player Golf	199.99
Magicians Lord	189.99
Vietnam '75	189.99
Ninja Combat	199.99
Riding Hero	199.99

★★ HAND HELD GAMES ★★

Batman – Video	24.99
Double Dragon – Video	26.99
Teenage Turtles	19.99
1943	19.99
Mario Bros	24.99
Wrestle Mania	24.99
Batman – Fight	24.99
Gauntlet – Video	24.99
Vindicators	26.99
C	19.99
Double Dribble	19.99
Gradius	19.99
Wizards and Warriors	19.99
Top Gun	19.99
Knight Rider	19.99

★★ ATARI ★★

Atari 2600 Console	39.99
Atari 7800 Console	69.99
Double Dragon	14.99
F-14 Tom Cat	14.99
Kung Fu Master	12.99
Ghostbusters	12.99
Mario Bros-7800	12.99
Ms Pacman-7800	9.99

★★ NEW PRODUCTS ★★

Commodore Console	99.99
Amstrad Console	P.O.A
PC Engine Portable	P.O.A
Sega Gamester	P.O.A

SHEKHANA ARE A LEADING RETAILOR OF ALL HOME CONSOLE PRODUCTS. WE PRIDE OURSELVES AT BEING FIRST WITH ALL THE LATEST PRODUCTS. PLEASE RING US FOR LATEST RELEASES AND INFORMATION ON COMMODORE, AMSTRAD CONSOLE, SEGA GAMESTER, PC ENGINE PORTABLE , CD TV.

MAIL ORDER CUSTOMERS:
CHQ P.O PAYABLE TO: S.C.S. 655 GREENS LANE LONDON N8 0QY
P&P ADD 50P PER SOFTWARE. £1 FOR ACCESSORIES. £5 FOR MACHINES.
EEC ADD £1 PER ITEM. ELSEWHERE ADD £2 PER ITEM FOR AIRMAIL.
PLEASE SPECIFY MACHINE TYPE IN ORDER.

PERSONAL CALLERS:
CAN PURCHASE SOFTWARE AT OUR BRANCHES AT: 2 GLADSTONE HOUSE. HIGH ROAD. WOOD GREEN. N22 0AA. (OPP TOP RANK BINGO) TEL: 081-889-9412.
221 TOTTENHAM COURT ROAD. LONDON W1R 9AF. TEL: 071-631-4627.
ABOVE ARE ALL MAIL ORDER PRICES.
NINTENDO & GAMEBOY ARE REGISTERED TRADE MARKS OF NINTENDO OF JAPAN.

CREDIT CARD HOLDERS: ACCESS AND VISA CARDS ACCEPTED.
CREDITS CARD ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY.
TEL: 081-348-2907. 340-8565. FAX: 081-889- 9413.
LICENCED CREDIT BROKER.
TRADE AND EXPORT ENQUIRIES WELCOME.

A Revolution In Ho

Your TV wi

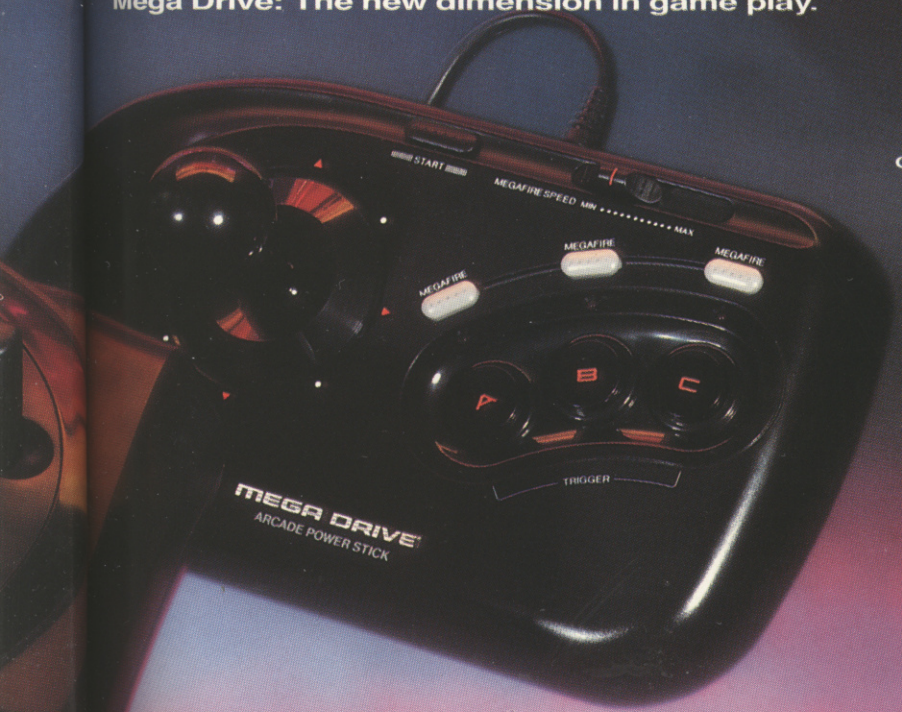
Add the optional Power Base Converte
to your Mega Drive system and you've
added the capability to play more than
100 game cartridges designed for the
Sega Master System.
Power Base Converter £29.99.

VIRGIN MASTERTRONIC LIMITED 16 PORTLAND ROAD, LONDON W11 4LA.

lome Entertainment:

will never be the same again!

SEGA has created the ultimate in games console technology.
A home system with the power of true 16-bit technology.
High definition arcade-quality graphics.
Realistic sounds and music in stereo.
Mega Drive: The new dimension in game play.



Golden Axe
£34.99

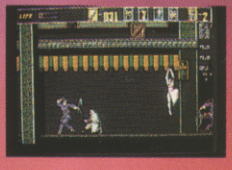
Ghouls 'n' Ghosts
£44.99

Rambo 3
£29.99

Truxton
£34.99

Thunderforce 2
£34.99

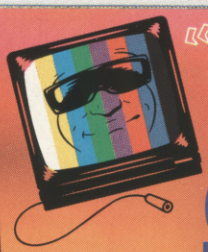
Revenge Of Shinobi
£34.99



Enjoy first rate arcade performance by adding the optional Arcade Power Stick to your Mega Drive System - a precision crafted stick for pin-point accuracy in the toughest action game. Built to last through the most challenging games.
Arcade Power Stick £34.99

SEGA®

MEGA DRIVE®



"DO ME A FAVOUR... PLUG ME INTO A SEGA"

from £189.99

Virgin

CYBER TECH DISTRIBUTIONS

INTERSTATE HOUSE 40 LONG STREET, DURSLEY, GLOS GL11 4JB.
TEL: (0453) 544582.

BUDGET BOY ARCADE CABINET	£99.95	MEGADRIVE PAL/SCART with ALEX KIDD	£164.95
UNIVERSIAL ENERGISER	£179.00	NEO CD-ROM with INTERFACE	£299.00
SEGA MEGADRIVE PAL or SCART	£149.95	NEO-GEO with UK POWER PACK	£399.95
NEC SUPER GRAFX PAL/SCART	£230.00	FM TOWNS	£2,500

MEGADRIVE GAMES

GHOSTBUSTERS	£35	TARGET EARTH	£35
THUNDERFORCE III	£35	CURSE	£35
WORLD CUP SOCCER	£35	DARWIN 4081	£35
FANTASY STAR II "6 MEG UK"	£45	FORGOTTEN WORLDS	£30
SUPER SHINOBI	£35	TATSUJIN	£35
ALTERED BEAST	£30	THUNDERBLADE	£30
GHOULS + GHOSTS	£35	SPACE HARRIER II	£30
ATTACKING SHARK	£35	DJ KID	£35
GOLDEN AXE	£35	CYBER BALL	£35
AFTERBURNER II	£35	SUPER BASKETBALL	£35
RAMBO III	£30	THUNDERFORCE II	£30
WHIP RUSH	£35	COLUMN	£35
HERZOG ZWEI	£35	PHELIOUS	£35
HELIFIRE	£35	ESWAT	£35
NEW ZEALAND STORY	£35	LAST BATTLE	£35
ZOOM	£30	GREAT HARRICANE	£37
MOONWALKER	£35	SUPER MONACO GP	£35

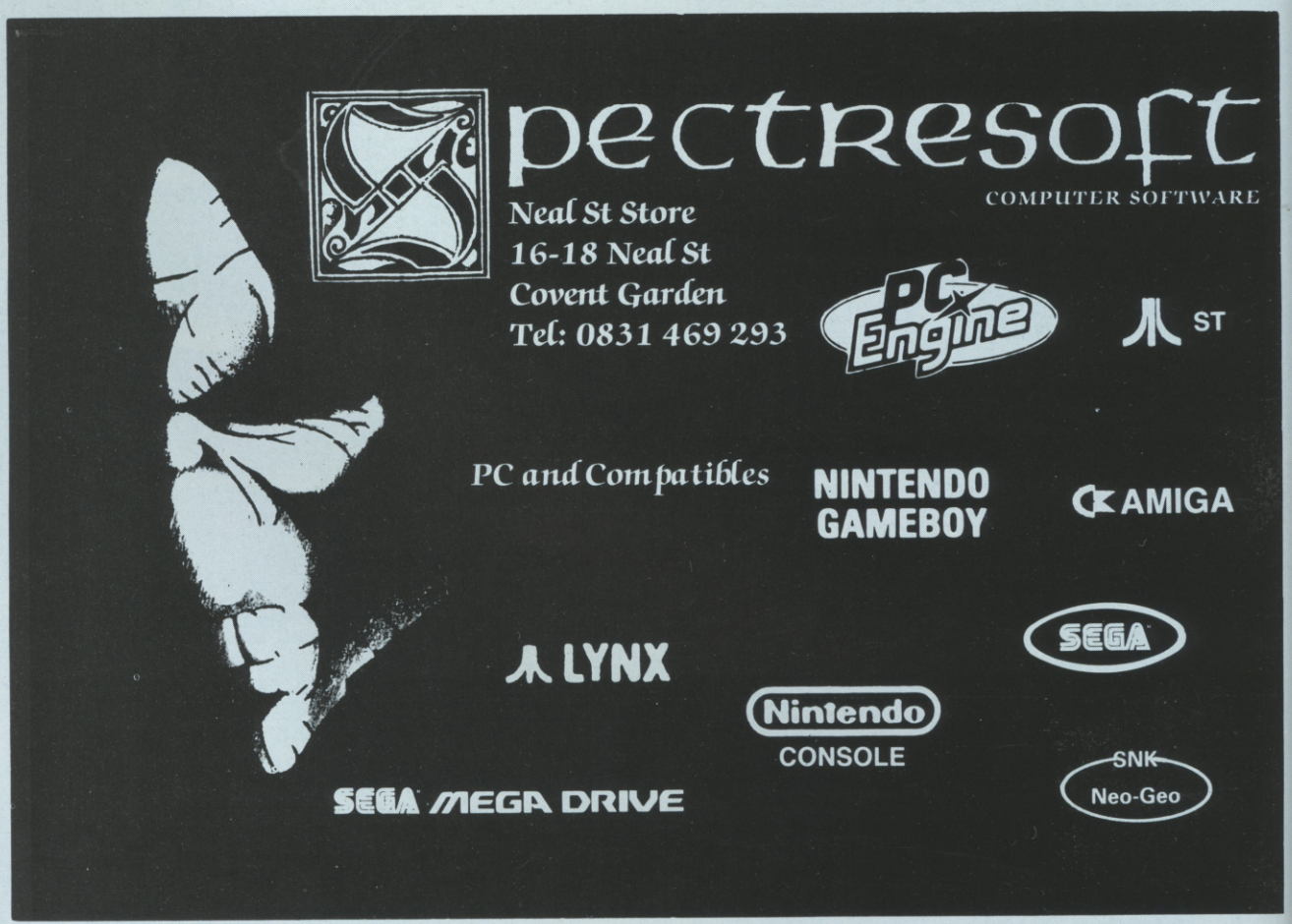
PC ENGINE GAMES

DON DOKO DON	£35	BE BALL	£35
MOTORBIKE KID	£35	VICTORY RUN	£35
PAC LAND	£29	FANTASY ZONE	£29
R-TYPE II	£35	PSYCHO CHASER	£35

●●●STOP PRESS●●●●STOP PRESS●●●

SPLATTER HOUSE HAND HELD GAME.....£25

REMEMBER OUR HARDWARE IS OF THE HIGHEST QUALITY, AND ALL OF OUR MEGADRIVES CAN PLAY THE GENISIS (AMERICAN) GAMES AS WELL!!, AND THEY'D BE A WALLY TO BUY FROM ANYBODY ELSE!!
WE ALSO BUY AND SELL SECOND HAND MEGADRIVES + GAMES AND PC ENGINE'S + GAMES, PHONE FOR DETAILS!!!
PLEASE ADD £5 P&P FOR CONSOLES, £1 P&P FOR SOFTWARE AND £10 COURIER FOR THE BUDGET BOY!
SEND CHEQUES/POs TO: CYBER TECH DISTRIBUTIONS, INTERSTATE HOUSE, 40 LONG STREET, GLOS GL11 4JB.
ALL ITEMS SUBJECT TO AVAILABILTY



THE BIG TIPS BIT!!!

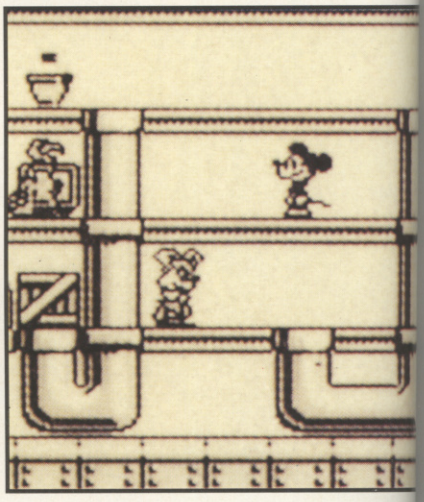
WELCOME TO THE TIPS SECTION, LITERALLY BULGING WITH AMAZING HINTS 'N' CHEATS FOR THE SEGA, NINTENDO, MEGADRIVE, GAME BOY, PC ENGINE AND LYNX!!!

GAMEBOY

MICKEY MOUSE

Here are the passcodes for each of the eighty levels in the game.

LEVEL	CODE
1	SSSS
2	SZWS
3	ZS2S
4	ZZPS
5	SW3S
6	SXES
7	ZW4S
8	ZX9S
9	WSRS
10	WZFS
11	XSJS
12	XZKS
13	WWMS
14	WXCS
15	XWAS
16	XXOS
17	S2SZ
18	STWZ
19	Z22Z
20	ZTPZ
21	SP3Z
22	SYEZ
23	ZP4Z
24	ZY9Z
25	W2RZ
26	WTFZ
27	X2JZ
28	X2KZ
29	WPMZ
30	WYCZ
31	XPAZ
32	XYOZ
33	2SSW
34	2ZWW
35	TS2W
36	TZPW
37	2W3W
38	2XEW
39	TW4W
40	TX9W
41	PSRW
42	PZFW
43	YSJW
44	YZKW
45	PWMW
46	PXCW
47	YWAW
48	YXOW
49	22SX
50	2TWX
51	T22X
52	TTPX
53	2P3X
54	2YEX
55	TP4X
56	TYAX
57	P2RX
58	PTFX
59	Y2JX
60	YTKY
61	PPMX
62	PYCX
63	YPAX
64	YYOX
65	S3S2
66	S1W2
67	Z322
68	ZIP2
69	SE32
70	SHE2
71	ZE42
72	ZH92
73	W3R2
74	W1F2
75	X3J2
76	X1K2
77	WEM2
78	WHC2
79	XEA2
80	XHO2



CASTLEVANIA

LEVEL ONE

To reach the 1UP you need a powered-up whip; shoot the torch with a fireball and the extra life will fall to the ground.

The stepping stones can be infuriating; keep moving to get over them safely, however, watch out for the bat - always stop on the first stone then jump and whip the bat.

Gorbaz isn't really a problem so long as you have a powered-up whip as fireballs can't hurt him.

When climbing the ropes, one of the walls hides a hidden room. Climb the rope and go through the wall.

LEVEL TWO

Watch Punaguchi's fireball. The 1UP on this level is the hardest one to reach in the game - run and jump across all three moving platforms but resist the temptation to whip whilst you are in the air.

LEVEL THREE

To get the 1UP hit the tower four times just as the ceiling and floor begin to move together, making sure the last hit is very late, then run back as quickly as you can to the point on the map and jump-whip the torch.

Once you reach the pursuing wall, don't rush, especially when jumping across moving platforms - you could find yourself on a falling platform at the top of the screen!

Watch out for the She-Worm. If you hit her with a normal whip she will curl into a ball and rocket toward you.

When you reach the Devil Bat jump onto the highest platform on the right and wait. When the Devil Bat rests on the left had platform shoot him with the fireballs and when he flies over whip him to death.

LEVEL FOUR

Proceed slowly - the black suits of armour come to life and attack you.

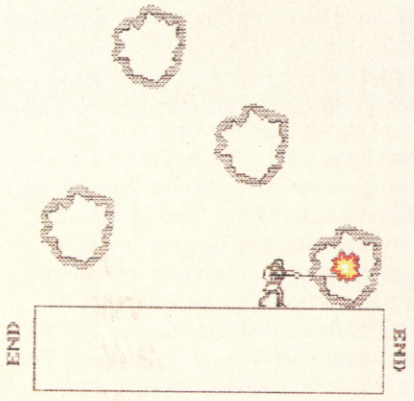
When you reach Punaguchi, whip his first fireball, then wait until his mouth opens and jump. You will hit his fireball and land at point two. Jump to point three and whip Punaguchi as fast as you can. The fireball will bounce over your head and into your whip.

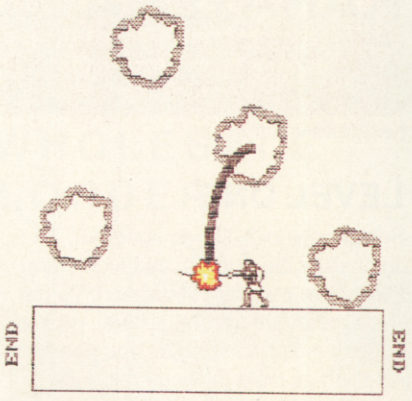
When you reach the protruding spikes, stop and observe their pattern. When you are standing on a spike, make sure you are standing in the middle of the screen because if a spike hits you will bounce away and lose only one strength point. If you stand too close to the edge a fireball will knock you into the other spikes.

When you reach Dracula jump-whip him and land, then wait and until he begins to appear again. Jump-whip him again and land again. Drac will now appear yet again, so jump to the centre platform, making sure you a standing near the far right-hand edge. When Dracula appears again face left, crouch and whip him twice. Dracula will now fire towards you so jump his fireball and whip him twice. Keep repeating the process until he's dead.

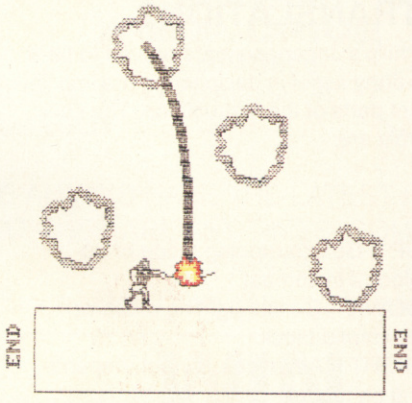
When Dracula appears as a large bat and proceeds to fly left and right, jump then face left, making sure you are on the extreme right hand side, then as Dracula approaches whip him When he stops in the centre of his left-right sequence and launches the three bats whip them. When he stops in front of you jump-whip all three bats again, the continue to jump-whip him as he flies past and he will die.

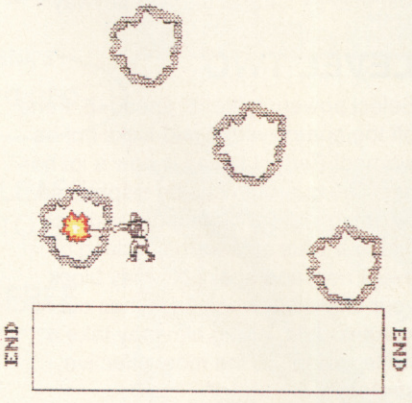
LEVEL 2



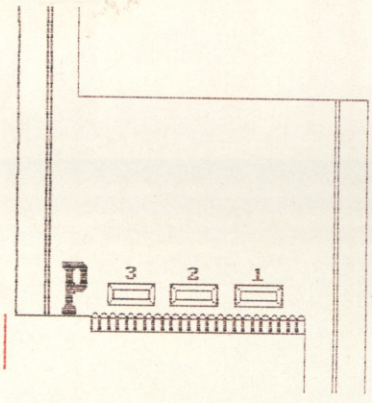


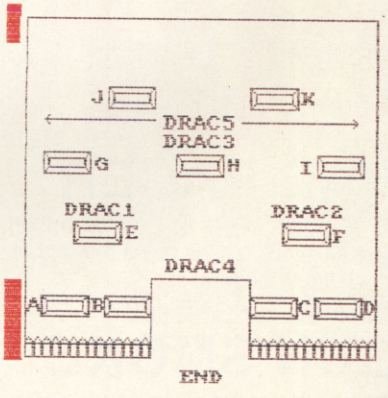
LEVEL 3





LEVEL 4





MASTER KARATEKA

Philip Baxter from Newcastle upon Tyne sent in this indispensable set of tips for frustrated Gameboy Master Karateka victims.

LEVEL ONE

Select power=2, life=5, speed=3. To dispose of the guards, mid-kick them four times in quick succession. To destroy the guardian of this level, go into fighting mode as soon as you see him. As soon as he is in range mid-kick him. Don't worry when he kicks you. Keep on repeating this process as you will beat your foe and you get all your lost energy back at the end anyway.

LEVEL TWO

Select power=4, life=5, speed=5. Fend off the guards with 4 mid-kicks but be warned! Perfect timing is now a lot harder. The guardian can be dispatched by going into fighting mode. Mid-kick him and walk backwards, kicking every now and again. He may block your blows but when he lashes out he is vulnerable. Killing him may take a while, but this is the most effective strategy.

LEVEL THREE

Select power=6, life=7, speed=5. Guard One can be butchered by mid-kicking for all your worth. Follow the tips for the level one guardian to get rid of Guard Two. Guard Three can be sent packing by mid-kicking him as fast as you can. The tips for the level two guardian should come in handy for beating Guard Four. The final guardian can be beaten by throwing all of your shurikens at him and retreating to the last screen you were in. Wait, hitting as many birds as you can and the guardian will follow. Use the Magic Pot to mid-punch him extremely quickly.

INSTRUCTION TRANSLATIONS

Philip's Japanese mate proved to be a worthy asset in deciphering the important parts of the instructions. The controls are:

UP = Go into running mode or up-block if in combat.
DOWN = Go into fighting mode or down/mid-block.
RIGHT = Advance/run right (depending on mode)
LEFT = Advance left (you can't run that way!)
B BUTTON = Mid-kick
A BUTTON = Mid-punch
B BUTTON + UP = High kick
B BUTTON + DOWN = Low kick
A BUTTON + UP = High punch
A BUTTON + DOWN = Low Punch

To get past level two's deadly gate advance until your right foot is almost over the right hand side post of the gate. Mid-punch. The gate will come crashing down. Stand up. The gate will rise slowly. When the gate level is at your head level run forward without stopping.

To use magic items:
Press START
Press SELECT to cycle through the available items.
Press START
Press SELECT again to use the item.

Items include shurikens (inflicts one high kick's worth of damage) and the scroll (rapid fire by simply holding down the move). A Magic Pot endows the player with full energy.

NINTENDO

RAD RACER

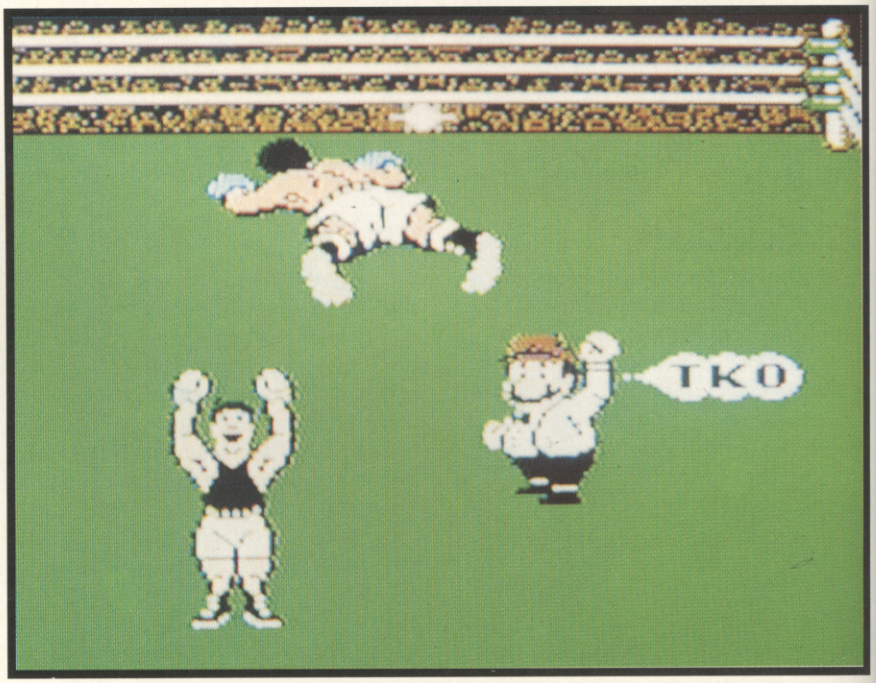
When you crash hit the START button several times to slow down the rate at which time decreases.

GUN SMOKE

On the title screen press A four times, SELECT four times, RIGHT twice then START to receive a machine gun with 300 bullets!

MIKE TYSON'S PUNCH OUT

To fight in "Another World Circuit" type in the code 135 792 4680, hold down SELECT then press buttons A and B simultaneously.

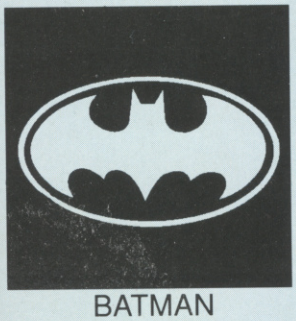


SUPERVISION ELECTRONICS
13 MANSFIELD ROAD, NOTTINGHAM
TEL. 0602 475151 FAX. 0602 475353

SUPERGRAPHIC VIDEO GAME
27 MANSFIELD ROAD, NOTTINGHAM
TEL. 0602 484988 FAX. 0602 410451

EUROPE'S No. 1 RETAIL-WHOLESALE IMPORT-EXPORT-MAILORDER

AUGUST



BATMAN

LARGEST SUPPLIERS OF ALL KIND OF VIDEO GAMES CARTRIDGES AND CONSOLES FOR:

Nintendo CONSOLE
SEGA
PC Engine
MEGA DRIVE
COMPATIBLE WITH ALL SEGA CART'S
NINTENDO GAMEBOY
SNK'S NEO GEO

SEPTEMBER

INSECTOR X

AUGUST

MONACO G.P

WE ALWAYS HAVE THE LATEST RELEASES AT THE EARLIEST TIMES, COME TO US FIRST!!
Buy 4 Mega Drive games and get 1 **FREE**

SEPTEMBER

HELLFIRE

WIN £1,000

JOIN THE SUPERVISION 16 BIT SEGA MEGADRIVE CHALLENGE.
AND YOU COULD WIN £1000 TOP WINNER'S PRIZE.
SEND SAE FOR APPLICATION FORM
+
ENTRY DETAILS.
HURRY! HURRY!

SEPTEMBER

MOONWALKER

SEPTEMBER

SHITEN-MYOOH

SEPTEMBER

AXIS FZ

COME TO SEE US AT THE EUROPEAN COMPUTER ENTERTAINMENT SHOW.
13-16th SEPT. 1990.
EARLS COURT LONDON.
YOU WILL GET A SPECIAL BARGAIN PRICE FOR ALL CONSOLES ON DISPLAY.!

DON'T MISS IT.

SEPTEMBER

RASTAN SAGA II

VISA

STAND E10

Access

TIPS

GHOSTS AND GOBLINS

To get to the higher stages without having to fight your way through the lower ones, hold down RIGHT and press B three times on the title screen. Then press UP and B three times, press LEFT and B three times, and press DOWN and B three times. Then press START and use A and B to select a stage.

SUPER MARIO BROS

To continue from where you left off, press START while holding down A.

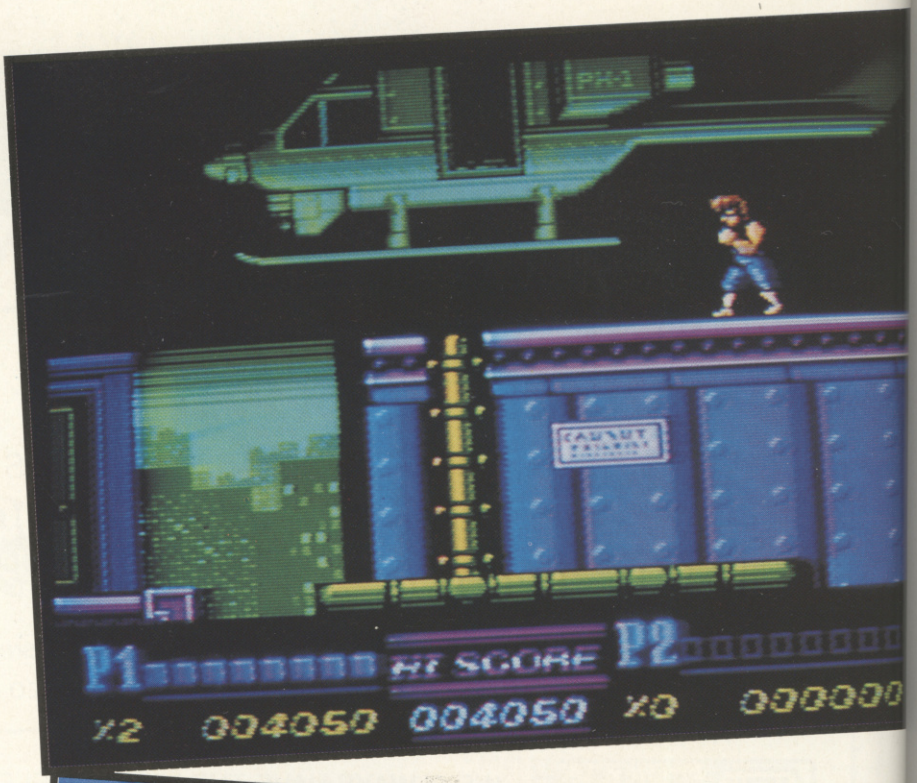
GRADIUS

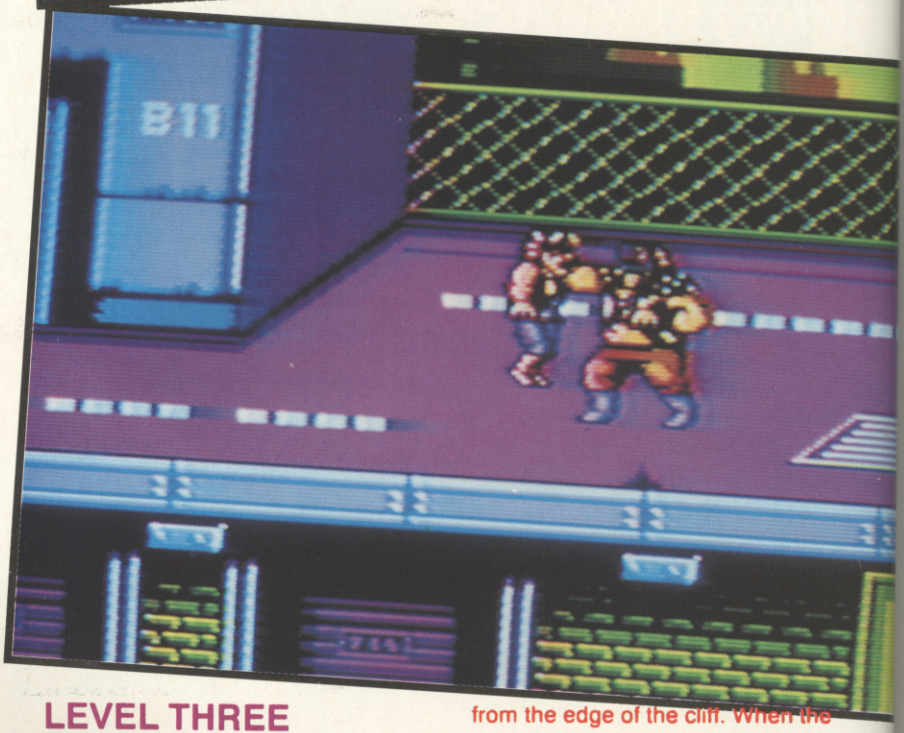
Pause the game and push UP, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, to receive a near-full arsenal of weapons.

ROBOCOP

Once you have used your first three continues hold down buttons A and B, SELECT and START. You'll switch to the main title screen where selecting Continue will put you back to where you left off with infinite continues.

DOUBLE DRAGON II





LEVEL ONE

Flying kick or repeatedly punch the cartwheel thugs. At the end of the street punch the Ninja Sisters off the ladder as they climb down. To defeat the guardian use repeated punches in one-player mode or, in two-player mode, flying kick the baddy while your partner is being strangled.

LEVEL TWO

When you reach the top of the building climb up the final pipe. The helicopter will come quickly - jump down and run to the right to avoid its bullets. Knock the baddies off the building to dispose of them quickly. When you reach the heliplane, backflipping enemies will appear. Use flying kicks to defeat them but avoid their knives.

LEVEL THREE

Try to lure the Big Boss to the door. When it opens punch him. Do this twice.

LEVEL FOUR

Use six sidekicks on the first Big Boss, repeated punches on the second.

LEVEL FIVE

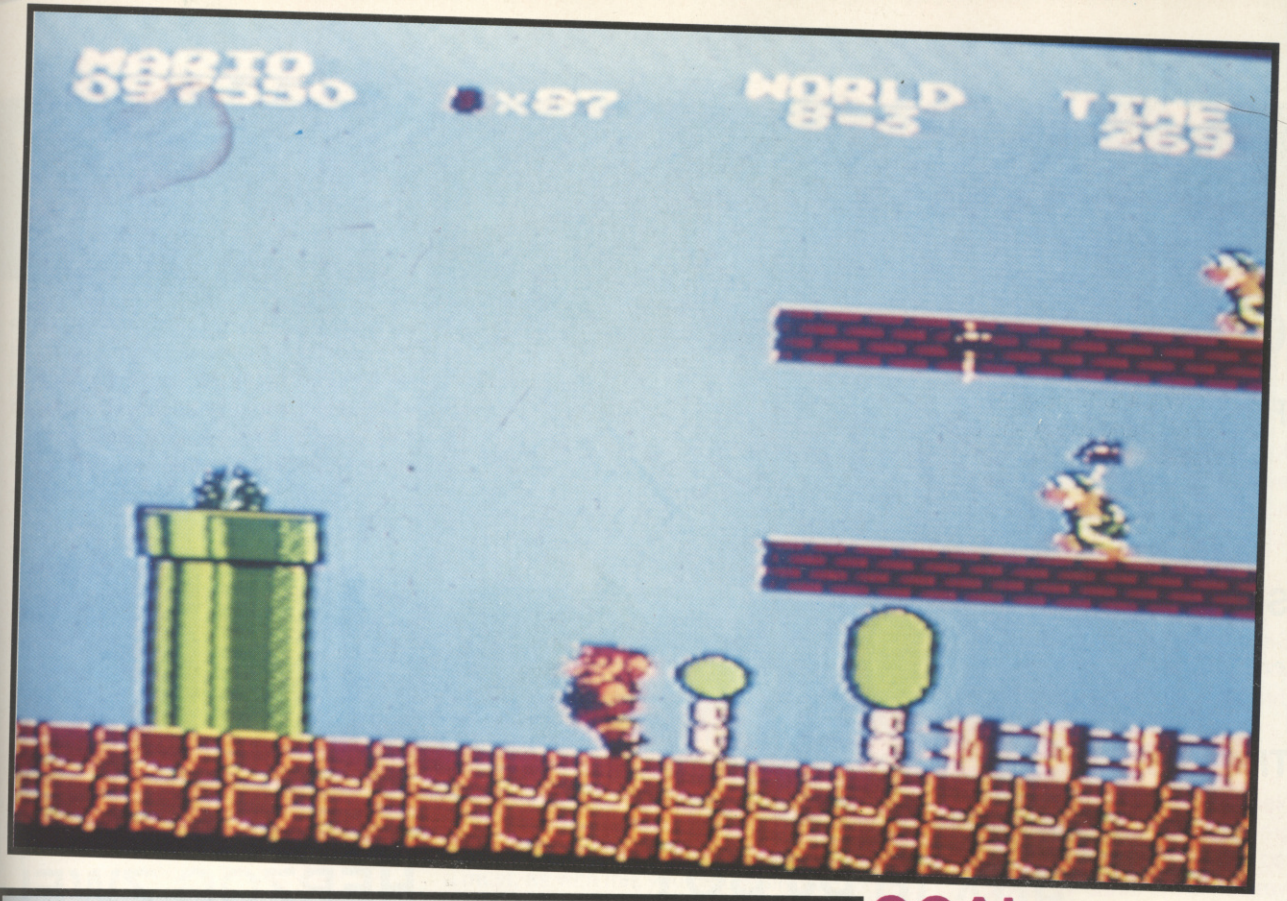
At the house, throw back the firebombs to dispose of the baddies and use the same technique on the Big Boss as in level four, keeping away from the edge of the cliff. When the somersaulters appear use flying kicks. When the sky water machine appears jump onto the platforms and get rid of the Boss by standing on a platform and punching when he jumps.

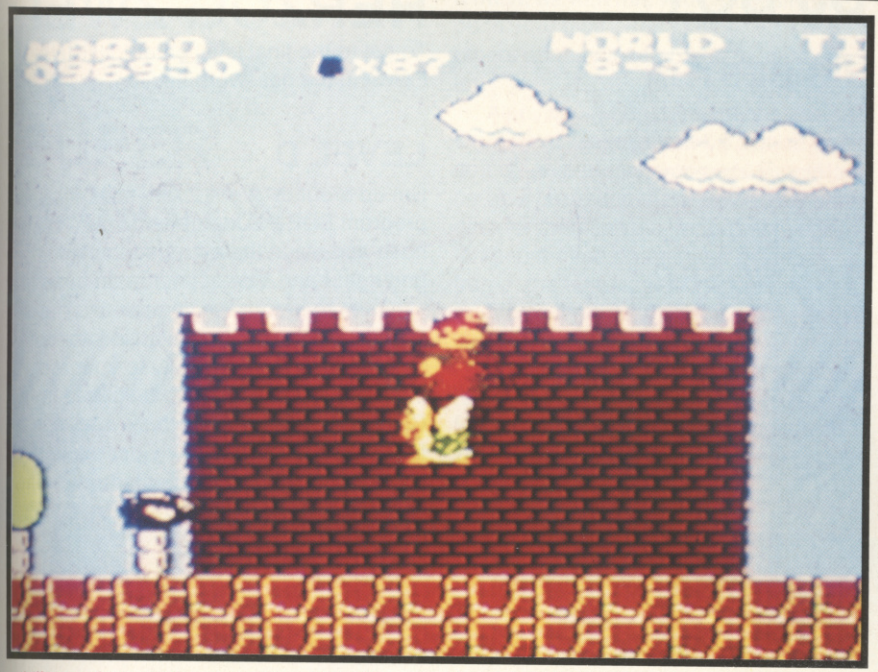
LEVEL SIX

Watch out for dripping torches. Wait until all platforms appear then jump through the window.

LEVEL SEVEN

When you pass the moving platforms go through the door. You will have to





kill one thug and a guardian. Use the same technique as in level one but be careful as the floor disappears. Go through the door and jump over the cogs. Climb the ladder and jump onto the platforms to reach the door.

LEVEL EIGHT

Dodge the Shadow's shuriken. When the King arrives, use a flying kick but watch his legs when your partner is being attacked; use a flying kick on them. If the King turns invisible keep jumping up into the air. When the screen flashes you have killed him.

A quick little hint from Liverpool's Eddie Wong. In mission 3 when the helicopter door opens and starts to suck you out, press the pause button, count to three seconds and unpause. The door will now close.

CASTLEVANIA

To gain extra points jump over the door leading into the castle then jump back to collect the book. If you need help for the end of level four, Adam says that potions work most effectively on Frankenstein. Make of that what you will.

GOAL

Another Wong tip here - just the ticket for NES owners who have never made it to the finals. This will start you off as the USSR, facing Holland in the final.

FTXAREZC
GOLGPIMB

SUPER MARIO BROS

Adam Bott provided us with the means to reach the mysterious level -1! At the end of level 1-2 stand on top of the exit pipe and jump up to smash the two bricks on the left of the far right one. Now, stand on the very edge, facing left and jump back into the single brick so that Mario's back hits it. Repeat this until you walk through the bricks into the warp zone. Quickly go down the nearest tube to reach the underwater level! Adam also reckons it helps if you hold down button B when you jump.

When you die, to continue from the start of that world hold down button A on the option screen, then press start. A further bit of advice from Adam: at the end of level 7-1 as well as 3-1 on the staircase, you can jump on the mole with the crash helmet (or on 3-1, the Koopa Troopa) two blocks from the bottom and continue jumping on it to get extra lives. Be careful, though. Too many can end your game.

CURSE

FIRST BOSS

Keep shooting at the birds and watch out for the feathers which flying out and hit you. The best weapon for this baddie is three "W" pods.

SECOND BOSS

Shoot at the dragon's heads and they will die quite swiftly. Best weapon - three "W" pods.

THIRD BOSS

Near the bottom of the boss is a small, green circle. Shoot at it and dodge the red bullets. It will soon die. The best weapon is the three "W" pods.

FOURTH BOSS

Go to the bottom of the screen and shoot as fast as you can. The big bullet which he fires will always miss you if you stay at the bottom, but you must dodge the red bullets. The best weapon for this boss is the "C" pod.

ASSAULT SUIT LEYNOS

To receive an extra nine continues, kill yourself on level two and, when the title screen appears, go to option mode, select the sound test and press START. You will see a picture of a girl saying "Continue Up". Press EXIT and you will have the free continues. Keep the arrow on CONTINUE and press START. You can continue doing this on all other levels.

NEW ZEALAND STORY

FIRST BOSS

Get on a hover pad and fly straight into the boss - it will not kill you. When it swallows you, dodge the acid drops and shoot quickly.

SECOND BOSS

Collect a laser gun before you meet him - and just fire at him for all you're worth.

THIRD BOSS

Get the laser gun and shoot the balloon above his head.

AFTER BURNER II

On the second title screen, hold down all three fire buttons and START to begin on any level.

DJ BOY

BIG BERTHA

She can be defeated quite easily by simply letting fly with flying kicks and backing off immediately, and keep out of the way of her soul-destroying farts!

THE POSER

This muscle-bound freak is defeated in much the same way as Bertha, but don't get too close as his low-kicks are lethal.

THE CLOWNS

The are the hardest of the lot. Destroy them by getting in close and kicking them from behind. After a few hits their heads will come off - avoid these as they bounce around, exploding into smaller heads which gradually disappear.

DJ BAD

He can do exactly the same moves as you but is quite easy to defeat. Always wait until he turns his back on you the skate up behind him and kick him.

FIRE EATER

This one's a cinch (or should that be singe!). Simply use the same tactics as for Guardians One and Two.

KUNG FU KATE

Like most of the Guardians she can be defeated with flying kicks. Also, get in close and kick/punch, watching out for her flying kicks and back-fists.

HERZOG ZWEI

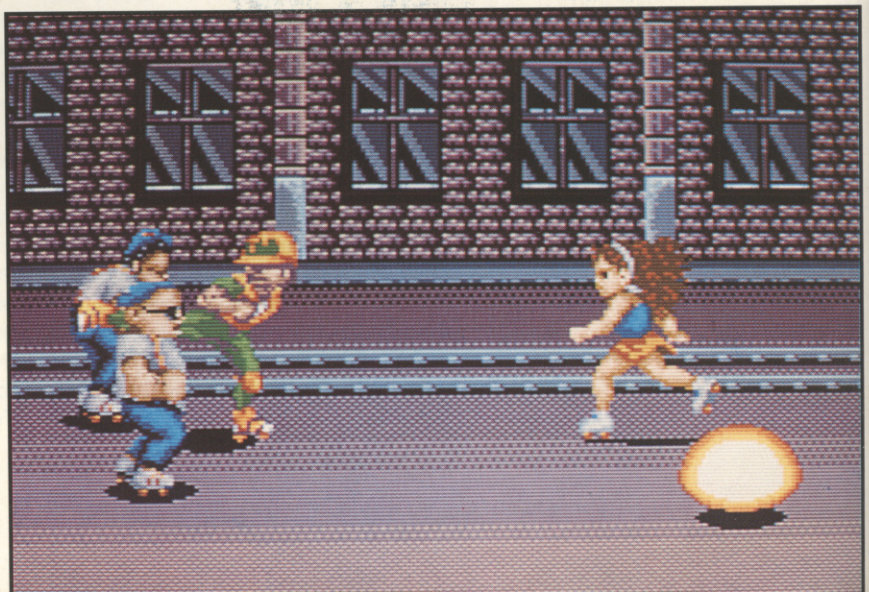
To get to the final level enter LHJKINAFAMA in the password section.

LEVEL D

Set up around 10 or 12 AMR 51D on program BDF 1SD to defend your base and place them around the top and right hand side of your main base.

Quickly, before the computer knocks out your defence, build infantry on program AT 101 and fly to your red base directly above the main base. Collect the infantry from there and refuel. You should now have just enough fuel to be able to take the infantry to your base north-east of your present base and back (the blue one on your side of the river). Drop off 4 infantry and the base will become yours.

After gaining the blue base, build hovercraft (ST 57U) on base attack (BA-001C) and drop it off somewhere



near the main blue base. This will distract their attention while the hovercraft blasts away. The hovercraft should hopefully be out of range of the computer's GMR 34A's. Build another hovercraft, as the first one will run out of ammo rather quickly, and drop this one off. Keep the computer ship occupied by sending a barrage of hovercraft and TAX 52's; this will keep him so busy that he will not have time to destroy your base.

GOLDEN AXE

To select any level, press button B on the character select screen, push the controller down and to the left and hold down START. A small number will appear in the top left hand corner of the screen and, by using up and down on the controller you can select the level.

SUPER HANG-ON

The unknown tipster (unknown because unfortunately we lost half of his letter) provided these great tips to keep all you biking fans happy.

First of all make sure you choose the English language mode in the sound test. Whilst burning around the track, it makes sense to take corners on the inside - the bike you start off with has quite a low performance, so your top priority is obtain a high performance engine. The cheapest turbo engine is a must, as with this you can easily outpace your rival - don't bother with any others as they take an age to save up for.

Also, forget about the mechanic. Our tipster reckons that his advice isn't so hot - experienced gamers should be able to predict the state of the engine for themselves. Important things to keep an eye on are your oil, the frame, the tyres and the brakes. If the muffler falls off, don't bother replacing it as it doesn't matter.

Another thing to try is to not bother replacing the frame when it breaks. In fact, even though the race is canceled your sponsor keeps you quids in to the tune of 400 per race!

SUPER THUNDER-BLADE

Here's an easy way to avoid enemy fire! On the options screen set the difficulty level on hard. Start the game and position your chopper in the upper right or left hand corner. In levels 1, 2, and 3, none of the enemy fire will hit you!

FINAL BLOW

If you want to enter the music option screen, here's the spiel. Press start to get to the main option screen, then remove your trusty joypad from port one and put it into port two. Now just press start and bingo! There you have it.

TIPS

PC ENGINE

MOTO-ROADER

On the course selection screen, hold down SELECT and push LEFT to activate slip mode (all cars slide on turns, RIGHT for time mode (gives the winner's time) and rich mode (begin with $50,000).

FINAL LAP TWIN

Want the ultimate entry code? Here it is. Just input it at the appropriate screen:

XXXX"K! P&"X7N5
PAAAAAD NQJAEGA

SHINOBI

To select a level, hold down SELECT when the mission prints up MISSION ONE and keep it held until the screen goes blank, then let go. Pressing I skips mission, II changes rounds. Press RUN to start

LEGENDARY AXE

After you have used up your three continues hold down button I and SELECT. Then, each time you push LEFT you will receive an extra continue.

DRUNKEN MASTER

If you let a boss hit you twice and quickly hit him back your fist will grow big and every punch will take three units off his energy gauge.

GALAGA 88

If you can't get a Perfect on the bonus stage, simply don't do anything - don't move, don't push any buttons. All the aliens will come onto the screen and do a dance, giving you a whopping bonus when they are finished.

CYBER CROSS

When you have lost all your lives and the title screen appears press button I then button II, holding them both down, and hold down the direction button. Pressing RUN will allow you to continue - this only works twice, though.

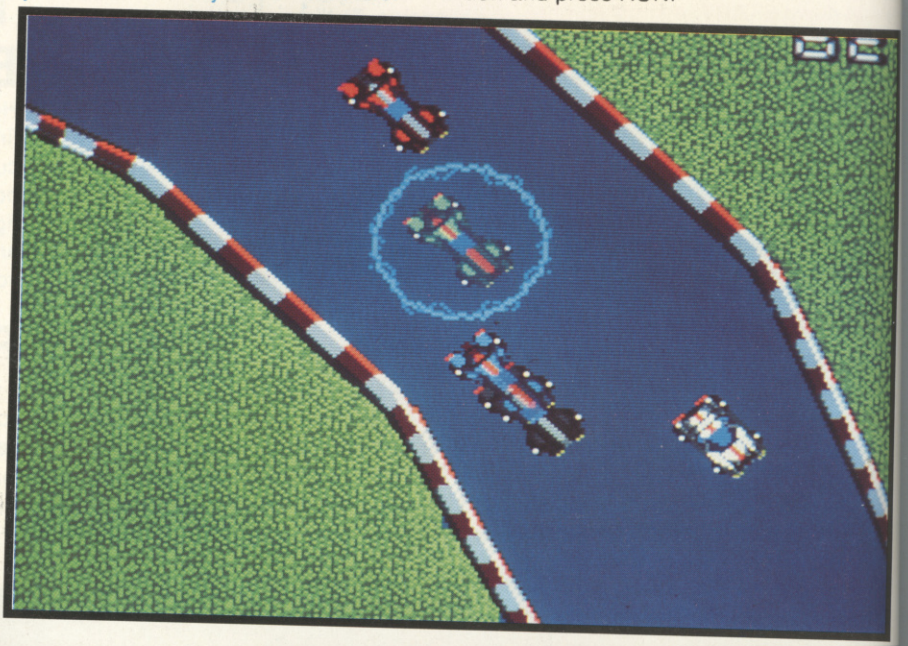
NINJA WARRIORS

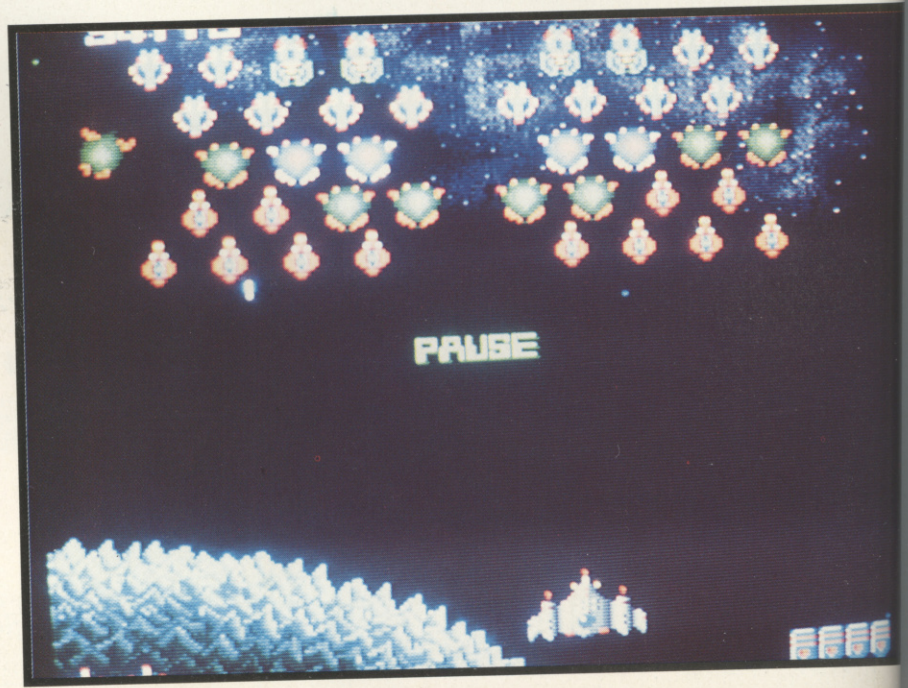
Start as normal but immediately get yourself killed. As you die hold the direction button down. Do the same again but this time push left. Die again and push right. Get killed one last time and push up. You will now be in round select mode.

On the title screen press SELECT to move you to the OPTION selection. Hold down SELECT and press RUN to access the Ninja Warriors Jukebox.

SUPER WONDERBOY

To continue from where you left off push the direction button in any direction and press RUN.





J.C.S.

JAPANESE CONSOLE SUPPLIES

SEGA MEGADRIVE	**£159.00**
SEGA MEGADRIVE + GAME	**£179.00**

PC ENGINE · NEO-GEO
Latest games and consoles in stock
Used cartridge system
Used games bought and sold
Trading on new games

Mail Order Only
Software Exchange services now available, please call for details

p&p £5.00 for Consoles, £1.00 for Games.
Cheques payable to:

J.C.S.
18 Burcott Road,
Wells,
Somerset,
BA5 2EQ.
Tel: 0749 76909

SCOTLANDS TOP SHOP FOR CONSOLES

Soft Centre

9 Gillespie Place,
Edinburgh,
EH10 4HS
Tel: 031-229-3484

We Specialise in Megadrive
Phone for latest titles

VISA Access

WHIZZ-KID GAMES

SUPER CONSOLES!

ALL CONSOLES 1 YEAR WARRANTY AND 100% PAL COMPATIBLE (EXCEPT FOR HANDHELDS).

SEGA MEGADRIVE	£165
SEGA MASTER SYSTEM	£75
SEGA MASTER SYSTEM PLUS	£95
PC ENGINE CORE GRAFX	£149
PC ENGINE SHUTTLE	£149
PC ENGINE CD ROM + INT	£299
PC ENGINE SUPER GRAFX	£289
NINTENDO NES	£95
NINTENDO GAMEBOY	£89
SNK NEO GEO	£399
ATARI LYNX	£165

MEGADRIVE PAD	£19.95
MEGADRIVE J/STICK	£34.95
PC ENGINE PAD	£14.95
PC ENGINE J/STICK	£29.95
PC ENGINE 5 PLAY ADT	£24.95
SEGA SYSTEM PAD	£7.95
SEGA SYSTEM J/STICK	£14.95
SEGA SYSTEM R/FIRE	£5.95
NES ADVANTAGE J/STICK	£39.95
NES MAX PAD	£29.95
NEO GEO J/STICK	TBA

LATEST JAPANESE GAMES

SEGA MEGADRIVE		PC ENGINE	
DJ BOY	£35	DON DOKO DON	£35
ESWAT	£35	NINJA SPIRITS	£35
GHOSTBUSTERS	£35	RASTAN SAGA II	£35
PHANTASY STAR II	£39	S/STAR SOLDIER	£35
THUNDERFORCE III	£39	CHASE HQ	£35
PHELIOS	£35	PC KID	£35
CYBERBALL	£35	BARUMBO MAN	£35
SUPER MONACO GP	£35	D/CRASH PINBALL	£35
AFTERBURNER II	£39	ATOMIC ROBOKID	£35
DAI SENPU	£35	NEW ZEALAND	£32
NEW ZEALAND	£37	SHINOBI	£29
SUPER SHINOBI	£35	OPERATION WOLF	TBA
WHIPRUSH	£29		
DARWIN 4081	£34		
BATMAN	TBA		
CRACK DOWN	TBA		

TRADE ACCOUNTS WELCOME

PART EXCHANGE CARTRIDGES

SAVE UP TO 30% ON NEW GAMES
WE WILL BUY YOUR OLD VIDEO GAMES AND DEDUCT THE DIFFERENCE FOR BRAND NEW GAMES. PHONE NOW FOR PRICE LIST.

WE BUY MEGADRIVE, MASTER SYSTEM, NINTENDO, PC ENGINE AND GAMEBOY GAMES FOR PART EXCHANGE.

WE SELL USED CARTRIDGES

SAVE UP TO 50% ON OLD TITLES
PHONE FOR OUR LIST OF SECOND HAND CARTRIDGES AT REASONABLE PRICES.

WE SELL MEGADRIVE, MASTER SYSTEM, NINTENDO, PC ENGINE AND GAMEBOY GAMES SECOND HAND.

TEL 0689 891417

WHIZZ-KID GAMES,
22 STATION SQUARE,
PETTS WOOD,
KENT BR5 1NA.

PLEASE ADD TO ALL ORDERS P&P GAMES - £1 CONSOLES - £5
FAST DELIVERY
PERSONAL CALLERS WELCOME.

NAME
ADDRESS
TEL
C/CARD NO
EXP DATE
SIGNATURE

GAME	MACHINE	PRICE
	CARRIAGE	
CHEQUE ☐		
ACCESS/VISA ☐	TOTAL	

TIPS

SEGA

GOLVELLIUS

For a real crazy cheat, try entering the following code:

QQQQ QQQQ QQQQ QQQQ
QQQQ QQQQ QQQQ QQQK

ALEX KIDD IN HIGH-TECH WORLD

Some of the clouds on the ninja section are yellow. Shooting them five times reveals a box worth 200 GP's.

ACTION FIGHTER

Try these passwords:

DOKI-PEN
HANG-ON
GP-WORLD

PSYCHO FOX

Here's some tips on how to beat the various end-of-level baddies.

MAD TUMBLER: LEVEL ONE

As soon as the gun comes down, jump on it to fire at the Tumbler, then once he starts to reform in the air run underneath him and to the left of the screen. When he goes into the air for the second time, run back to the gun and shoot him again. Repeat this process a number of times to kill him.

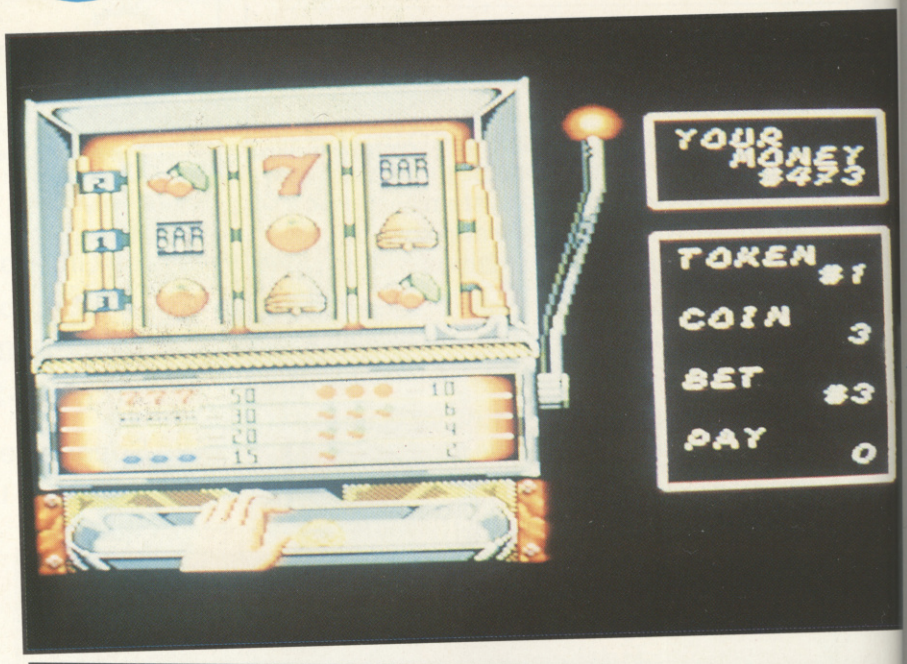
MAD TUMBLER: LEVEL FIVE

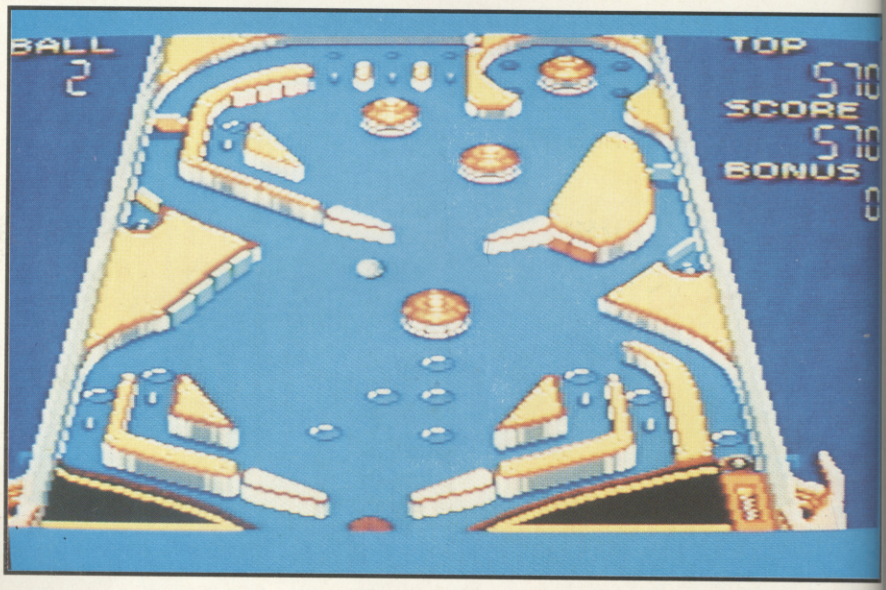
This time he is easier as he slides along the ground. Shoot him once and when he comes toward you jump over him and run to the left of the screen. Again he will home in on you so jump over him and position yourself just to the left of the air gun; when he comes

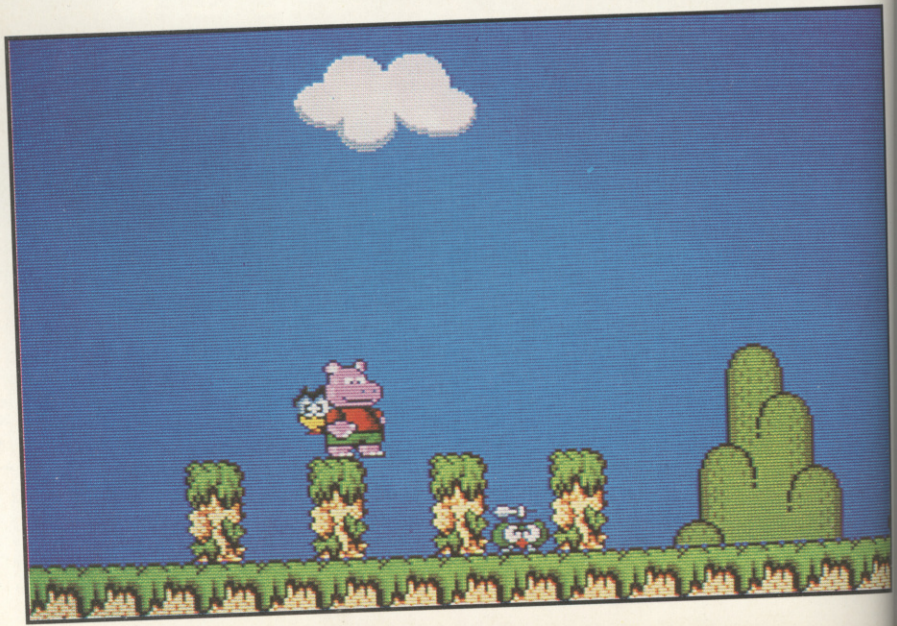
CASINO GAMES

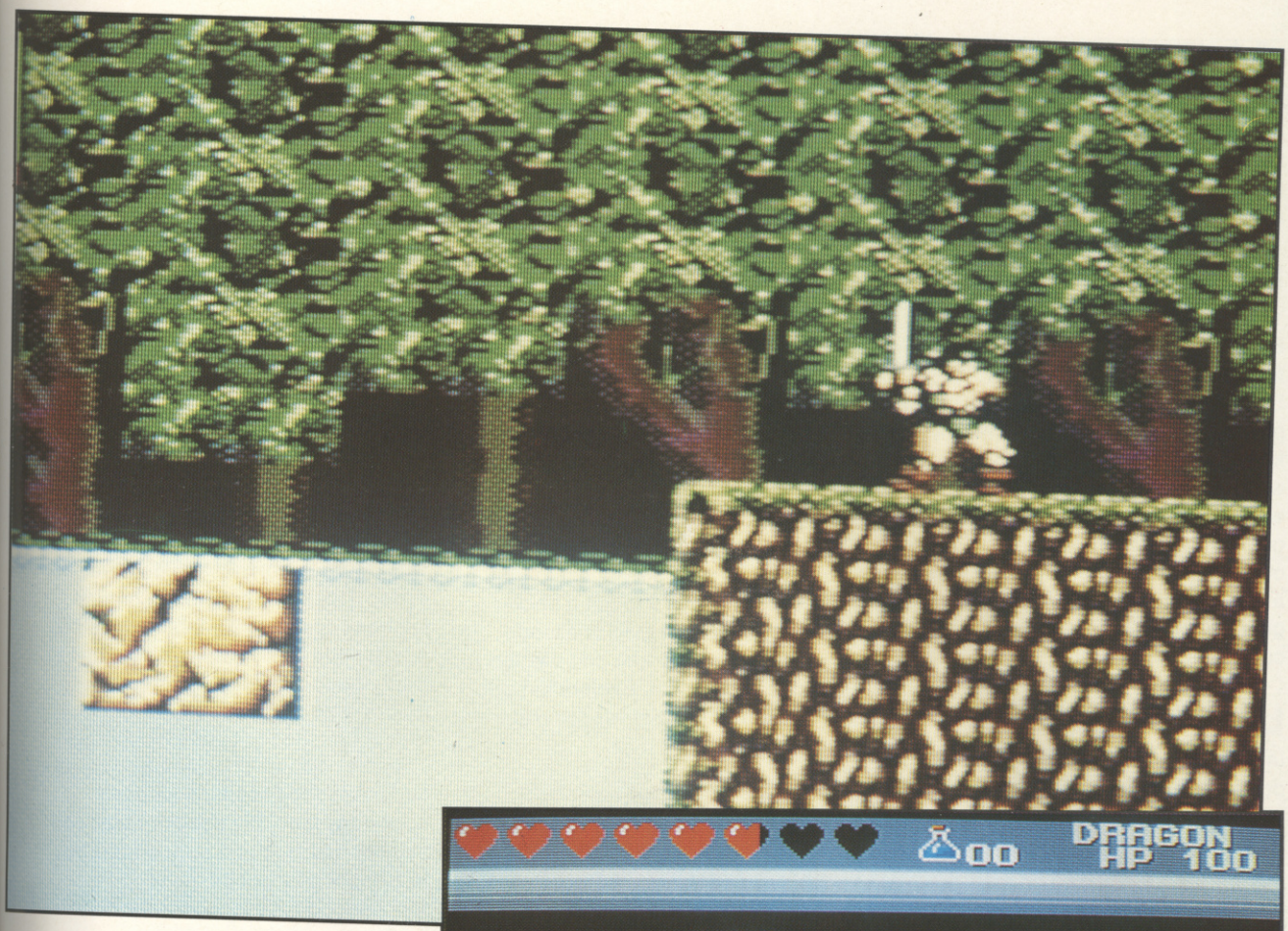
The passcode for loads of money is:

MR SEGA 8314853112









running toward you he will stop to the left of the gun while you jump onto it and fire at him. Do this a number of times to kill him.

ROBOFLY: LEVELS TWO AND FOUR

As soon as the spray comes down jump on top of it and stay there - the can will keep spraying and Robofly won't stand a chance.

DORAMARU: LEVELS THREE AND SIX

When he runs toward you quickly jump onto his head and then run to the other side off the screen. Be careful as he is very fast and he will no doubt hit you if you don't jump again. Get him three times and he will die.

MAD FOX DAIYOJIN: LEVEL SEVEN

As soon as you hear the different music, run to the far right of the screen and when the launcher moves, punch it and run on to the far left of the screen so that Mad Fox's lightning bolt doesn't hit you, and the bomb hits him. Once the Mad Fox has fired his lightning bolt, run and punch the launcher again then run to the far right of the screen. Be careful not to punch the launcher into a corner as it is quite difficult to get it out again. After three hits the Mad Fox will die and you will have won the game.

POWER STRIKE

To begin the game with ten lives, push joystick DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT and button 1 twice.

RASTAN

For unlimited continues, switch on the machine and, when the Sega logo appears, hold down buttons 1 and 2 and push the control diagonally down-left.

QUARTET

Push PAUSE four times on the title screen and any button on joypad two for sound test.

WONDERBOY III

To instantly control all you alter egos, with loads of dosh and a complete armoury, type in WE5T ONE 0000 000 on the password screen.

ALEX KIDD

Check this out! An awe-inspiring mega guide to Alex Kidd! So dust off the cartridge, bung it in your console, and for the sake of convenience we'll start off at level two.

LEVEL TWO

You find yourself in the countryside. Enter the first shop and buy a bike from the person in the shop. Choose STONE to win. Leave the shop and put on the bike. Keep on the bike and keep going right avoiding any contact with red bricks. If you do hit any you will lose your bike. Anyway, keep going right until you see a shop, take off the bike and enter the shop. Keep a steady speed on the bike as this will give you more time to avoid the oncoming obstacles.

LEVEL THREE

In this level you are in the sea. Go down to the bottom and head right. You come to a sort of green bowl. Go on top of it and press down to enter a shop which sells staffs. Buy a staff from the shopkeeper (choose PAPER) and leave. Keep on going right and you come to an octopus sitting on top of another green bowl. Kill the octopus and press down whilst on top of the bowl. You should enter a shop which sells cloaks. Buy a cloak (choose PAPER) to win. Leave the shop and keep on going right. When you can't go any further float up to the surface.

LEVEL FOUR

In this level you find yourself in a desert. There are basically two ways of finishing the level. The first way is to just keep on going right collecting the money as you go. You could use the helicopter that you should have won earlier. There's plenty of extra money and a free life to be collected from the skies. The extra life can be collected by shooting all the grey chests and after you have shot a few you will get the extra man. Collect it and exit the level.

LEVEL FIVE

In this level you are inside a pyramid. Go right and you should see two grey chests in the middle of some blocks. The chest on the top should give you an extra life and the one under that should give you a necklace. Collect both of these then carry on going right. Soon after this you should see two grey chests. Leave well alone - they contain bombs. After that put on the necklace and meet the woman who will challenge you to a game of junken. The necklace will let you see what she is choosing. Beat her (!) and go to the next level.

LEVEL SIX

For this level you are in a forest. Keep going right and avoid or kill the bees and the axe men. Be careful of the monkeys dropping down on you. Collect all money and keep moving right. Keep hitting the grey chests for an extra life. Eventually you will come to a lava stream with a moving log on it. Jump onto to it and get to the other side. Find the next grey chest to the right and jump-kick it to get a necklace. A bear creature will challenge you to a game of janken and use the necklace to beat him. Exploration with your helicopter gadget will also reap rewards...

LEVEL SEVEN

In this level you find yourself in another town. Go right until you find a grey chest. Push it and collect any goodies from (warning: it may contain a bomb). Now with the chest, jump-kick your way through the floor until you are in an underground cave. Keep going right and punching the two chests you will encounter yielding a necklace and a free man. Go back to the screen with the necklace chest on it and go to the top right and knock a hole through the ceiling. Watch out for the cars overhead. Go right and find the first shop. Enter it and buy a ring (use STONE). The ring is a kind of insurance in case you die inside the castle - there aren't any shops selling rings in there.

LEVEL EIGHT

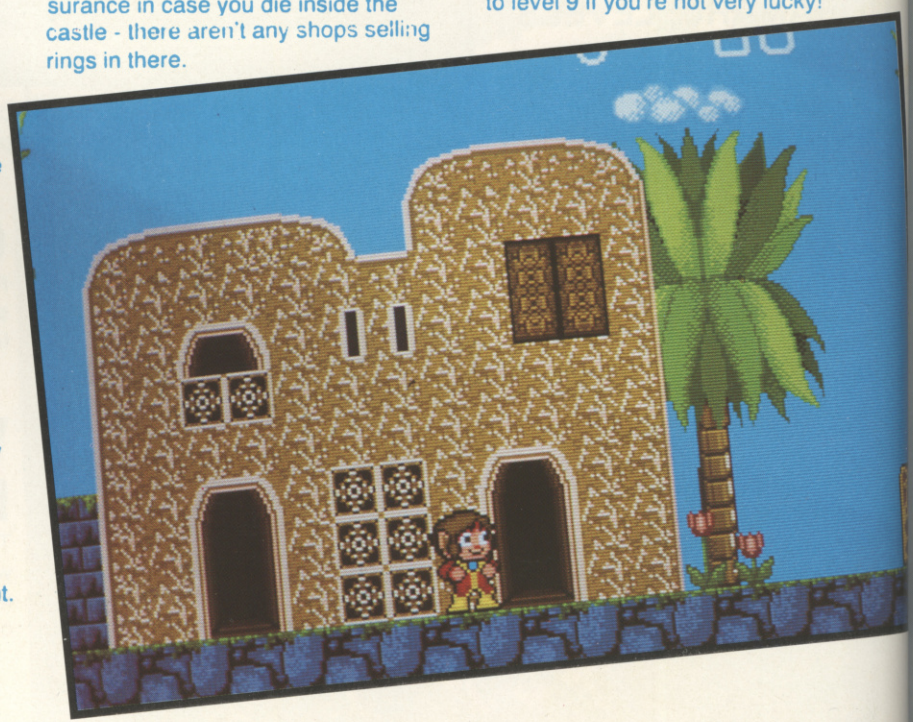
This level is the first of two mountain levels. There isn't really that much to collect here so just collect all the dosh you see around. Don't fall down any holes, but then that's obvious isn't it? Before you cross the second waterfall, find the grey chest. Watch out for the incredible disappearing wizard - he's bad news.You'll get the necessary necklace here. At the third waterfall put the necklace on. A challenging old man will face you to play junken. Beat him and it's the next level for you.

LEVEL NINE

The second of the two mountain levels. There's not much to do here either. The black hole in the bottom left hand corner will enable you to buy a helicopter (use SCISSORS). Start to climb the mountain collecting money on the way. As soon as you reach the bridge use the staff you should have collected earlier. This enables you to fly for up to ten seconds so don't waste any time. Fly upwards until you see the exit sign and then drop down to a ledge and exit the level.

LEVEL TEN

This is an extremely difficult level, so pay attention at the back! You're placed in a chopper with the purpose of moving from one end of the level to the other. The safest bet is to dodge everything as it's curtains if you touch anything with even the blades of your trusty vehicle. You can only save yourself by putting another chopper on instantly. Keep on going until the end of the level. If you die you might go back to level 9 if you're not very lucky!



ARCADE GAMER

Unit 54
Trading World,
131 The Broadway,
Bexleyheath,
Kent,
DA6 7HE.

*Shop: Tel. 081-298 0226
Open Mon-Sat. 9.30-5.30pm
Demonstrations available to callers

Video Game Specialist
Full support for:
SEGA 16BIT MEGADRIVE
PC ENGINE
PC ENGINE CD ROM
PC ENGINE SUPERGRAFX
SEGA MASTER SYSTEM
NINTENDO ENTERTAINMENT SYSTEM
NINTENDO GAMEBOY
ATARI LYNX

mail order welcome
fast delivery

Acess/Visa/Mastercard/Eurocard

GAME LAND

!!!SPECIAL OFFER!!!

SEGA MEGADRIVE	**ONLY £145**
WITH ANY 1 FREE GAME	**ONLY £165**
PC ENGINE	**ONLY £130**
ATARI LYNX	**ONLY £130**
GAMEBOY + TETRIS	**ONLY £90**
SNK'S NEO-GEO + J/STICK	**ONLY £330**
SNK'S NEO-GEO GAMES	**ONLY £150**
ALL PC AND MEGADRIVE GAMES	**ONLY £29.95**

FREE POSTAGE AND PACKAGING.
FULLY GUARANTEED

All orders are subject to availability, just fill in the order form and send to: GAME LAND P.O. BOX 20, LEICESTER, LE4 5J2.

Name _____

Address _____

_____

Post Code_____ Tel: _____

I wish to order _____ PC ☐ SEGA ☐

I enclose cheque, P.O. for £_____

or charge Access/Visa No. _____ Expiry Date

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ __/__

C.E.S.

SUMMER EXTRAVAGANZA!!

153 WHITE HART LANE,
BARNES,
LONDON,
SW13 0PJ
TEL: 081-876-5501

SEGA MEGADRIVE (PAL)	£129.99
SEGA MEGADRIVE (SCART)	£119.99
PC ENGINE SUPERGRAFX (PAL)	£199.99
GAME BOY	£59.99
SNK NEO-GEO (SCART) + GAME	£479.99
MEGADRIVE + EXTRA J/PAD + FREE GAME	ONLY £169.99

PC ENGINE GAMES

F1 TRIPPLE BATLE	£10	FINAL LAP TWIN	£20
KNIGHT RIDER	£10	BLUE BLINK	£20
FINAL ROUND	£20	WONDERBOY	£10
SUPER VOLLEYBALL	£20	DEEP BLUE	£10
TIGER ROAD	£20	VIGILANTE	£10
NEW ZEALAND STORY	£20	MR HELI	£20
HEAVY UNIT	£20	BLODIA	£20
BARUNBA	£20	PSYCHO CHASER	£20
NAXAT OPEN	£20	CITY HUNTER	£20
F1 DREAM	£20	DOWN LOAD	£25
F1 PILOT	£15	NEUTOPIA	£15
DRAGON SPIRIT	£10	CYBER CROSS	£15
KUNG FU	£10		

ACCESSORIES

SEGA JOYPADS	£16.99
SEGA JOYSTICKS	29.99
XE 1 AP	£49.99
GAMEBOY CARRYING CASE	£10.00

GAME BOY GAMES

BATMAN	£20
SNOOPY	£20
SOCCERBOY	£20
BASEBALL	£20

MEGADRIVE GAMES

ASSUALT SUIT LEYNOS	£28	NEW ZEALAND STORY	£30
HERZOZ ZWEI	£28	AFTERBURNER II	£30
RAMBO III	£28	GOLDEN AXE	£32
SUPER SHINOBI	£32	COLUMNS	£30
FINAL BLOW	£32	WHIP RUSH	£30
SOKOBAN	£26	ESWAT	£32
BASKETBALL	£30	THUNDERFORCE III	£33
GHOSTBUSTERS	£30	DAI SANPU	£28
DARWIN 4081	£30	ALEX KIDD	£18
TATSUJIN	£28	BATMAN	£33
SUPER MONACO	T.B.A	PHELIOUS	£30
STRIDER	T.B.A	FANTASY STAR II (ENG VERSION)	£35
MOONWALKER	T.B.A	GHOULS + GHOSTS	£36

SEGA 8-BIT CONVERTER ONLY £30!

ALL THE ABOVE IS SUBJECT TO AVALABILITY
C.E.S. RESERVE THE RIGHT TO CHANGE PRICES
WITHOUT PRIOR NOTICE.

CHEQUES/P.O TO C.E.S.
ADD £5 P&P FOR MACHINES
£1 FOR GAMES/£2 FOR ACCESSORIES.

TIPS

LEVEL ELEVEN - THE CASTLE

Now you're on the last level of the game which is quite large to say the least. There are two methods of completing the level.

When you enter the castle you will be on a sort of drawbridge. If you've got a heli left fly straight up . After about three screens will you won't be able to go any higher so land on the ledge in the bottom right hand corner. When you land fire at the wall. You'll blow a block away. Take off the heli and crawl through the gap. Punch at the same time as crawling right. You'll enter a room with spikes on the ceiling and four guards with a few bouncy blocks added in for good measure.

If you haven't any 'copters left, you'll have to negotiate all of the rooms. Here's the route through each.

ROOM ONE

Go right and bounce over the blocks taking you over the gap and onto the ledge to the exit.

ROOM TWO

Go right, bounce on the black blocks onto the ledge and through the exit - bottom right.

ROOM THREE

Go right and collect all the money from on top of the spikes. Exit the room at the bottom right.

ROOM FOUR

When you drop into this room don't move. Put on your ring. Face left and then jump and shoot the frog. Take off the ring and punch the grey chest. This will endow you with an extra life. Exit at the bottom right.

ROOM FIVE

Take off the ring, bounce off the blocks and collect the money from the chest. Exit the room to the top left, and jump instantly to avoid the spikes.

ROOM SIX

Just exit the room, the chest is in a bit of a dangerous position.

ROOM SEVEN

You should jump up and down. When you get no higher jumping, land on the ledge on the right. Exit the room at the top left.

ROOM EIGHT

Walk left to avoid the spikes. Punch through the orange blocks and make your escape through the bottom left hand ledge.

ROOM NINE

You should now be in a room with a bit of lava in it. Two mice travel around grey blocks and there's a grey chest here as well (or at least, there should be). Use your pogo stick to kill the nearest mouse (just land on it!). Take off the stick and use the ring instead. Now shoot the other mouse and then give the chest the same treatment. If there's goodies enclosed get them. Exit the room - bottom left - and then take off the ring.

ROOM TEN

Jump onto the moving block and get carried across the spikes. Just exit (bottom left) and don't bother getting the chests - it's difficult, see.

ROOM ELEVEN

Collect the money and go to where the lever is. Punch at this point and a platform will come down on top of the robots giving Alex safe passage to the exit (on the upper right)

ROOM TWELVE

Now you'll be in the room you could've reached if you had a spare heli outside the castle. Put on the ring and jump across the grey block. Shoot the soldiers and take off the ring. Collect the money and WALK across the black blocks and then exit the room bottom right.

ROOM THIRTEEN

Stand on the bottom left of the pyramid and put on the ring. Keep shooting until you have broken through the bricks and you have killed the robot. Don't bother about collecting the money. There should be four rows of bricks left. Shoot the middle two and take the ring off. Walk through the gap and exit the room to the middle right.

ROOM FOURTEEN

As soon as you enter this room keep walking right and jump over the flame (only a small jump should do the trick). After that just exit the room at the bottom right.

ROOM FIFTEEN

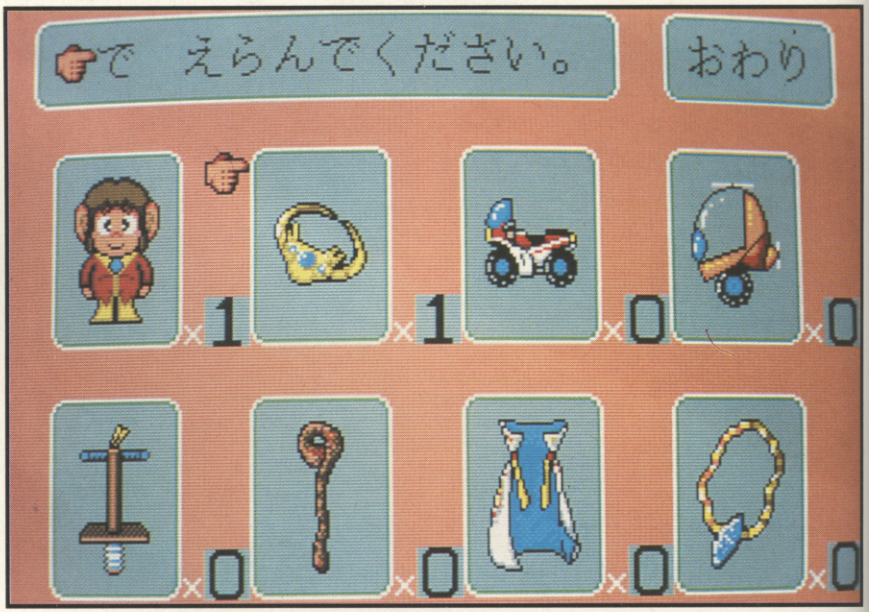
Put the ring on and shoot the mice. Now take off the ring, punch the lever and exit at the bottom right of the screen.

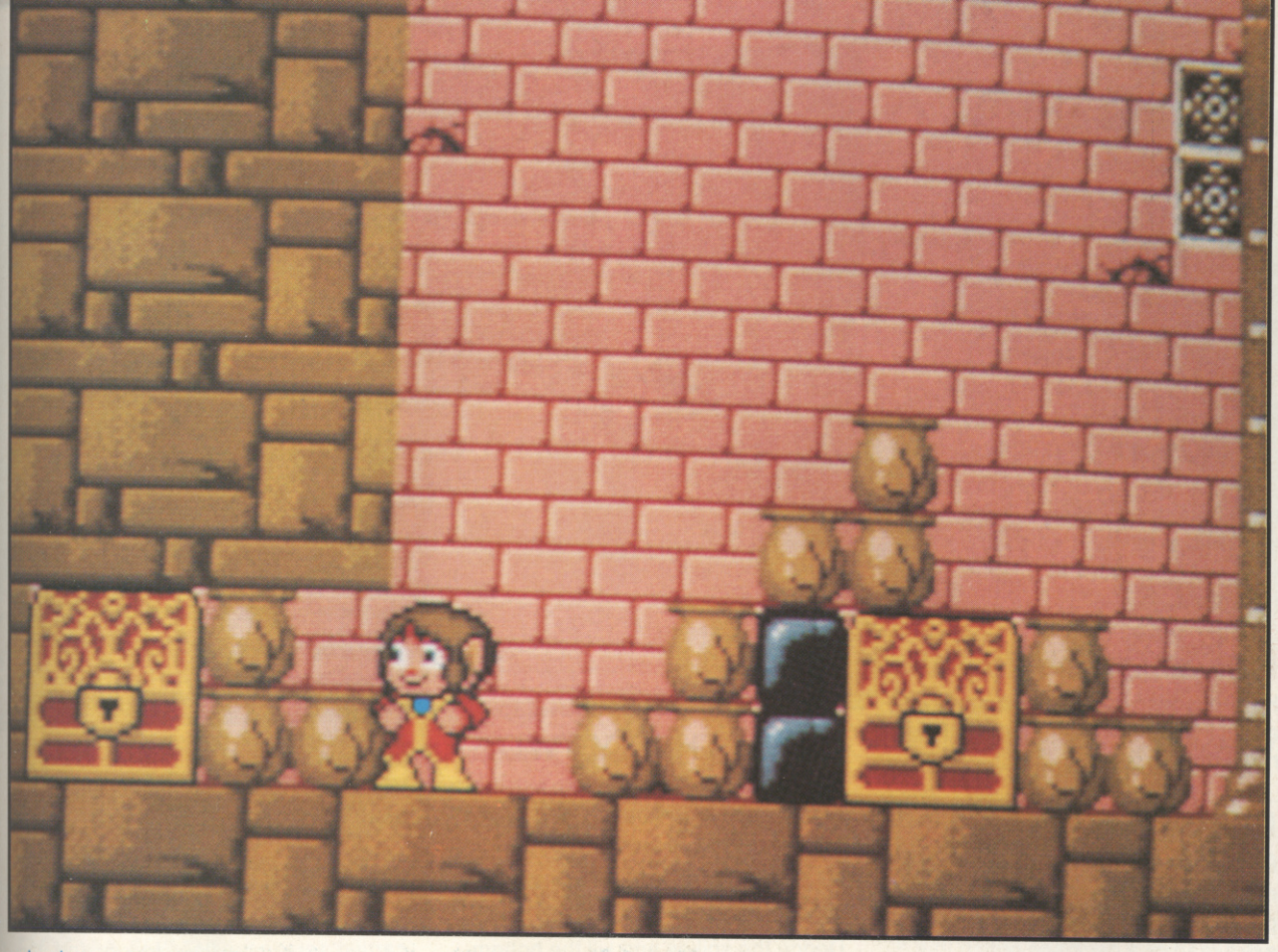
ROOM SIXTEEN

Walk into the middle of the floor and jump up. The floor will open, swallowing you up. Keep to the right as you are falling to land on a ledge. As soon as that happens jump up and right and you should enter a room with loadsa chests!

ROOM SEVENTEEN

In this room kill the two mice and collect all the money. Enter the shop. It should sell cloaks (use PAPER to win). Collect it and exit the shop. Now exit the room (middle left) and fall all the way until you land on water. Go underwater and exit bottom right. Keep to the top half of the exit to avoid





voluminous amounts of spikes on the next screen.

ROOM EIGHTEEN

Jump out of the water and kill the frog. Collect the money and exit top left.

ROOM NINETEEN

Put on a pogo stick and bounce onto the ledge.Exit the room bottom right. If you haven't got a stick (shame on you) it'll be difficult to get onto the ledge. Just jump and hit the blocks opposite to the ledge. As soon as you hit the blocks kick them and you will be pushed onto the ledge (hopefully). Now exit as normal.
Just exit at the top.

ROOM TWENTY ONE

Go to the lever and punch it. This will bring the spikes down. Punch the lever again to stop them just above your head. Use the spikes now as a platform. Jump up and right to escape the room.

ROOM TWENTY TWO

Jump across the gap and exit left.

ROOM TWENTY THREE

Put on a heli, fly up and exit top left.

ROOM TWENTY FOUR

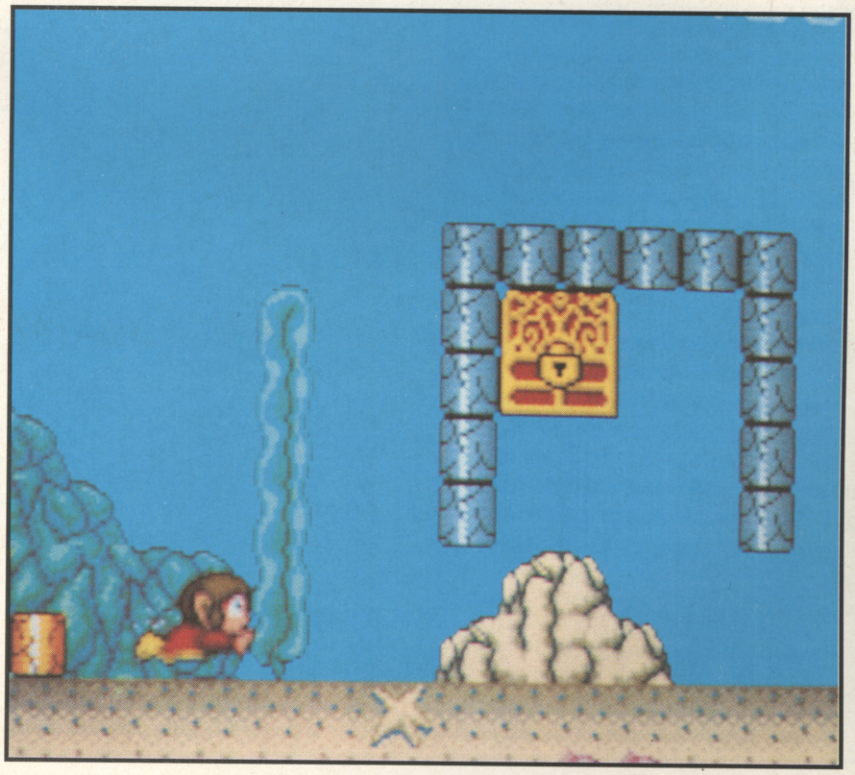
Keep the heli on and then fly through the room and exit top right.

ROOM TWENTY FIVE

Land on the ledge and take off the heli. Walk left and jump over the flame. If you are still wearing the ring, take it off. Collect the money from the chest, kill the two soldiers and then exit the room top right.

ROOM TWENTY SIX

Go to the ledge where the lever is. Use the old "punch the lever and trap the robots under the spikes" trick and clamber over them. Exit to the bottom right of the screen.



ROOM TWENTY SEVEN

Speed is of the essence in this particular room. Drop down to the lever and punch it. If you're lucky you will stop the spikes from preventing your escape. If your exit to the bottom left is blocked repeat the process.

ROOM TWENTY EIGHT

Put on a ring and kill the soldiers. Then take the ring off and exit the room bottom right. As you exit keep against the left hand wall of the exit or you will be savaged by a mouse in the next room.

ROOM TWENTY NINE

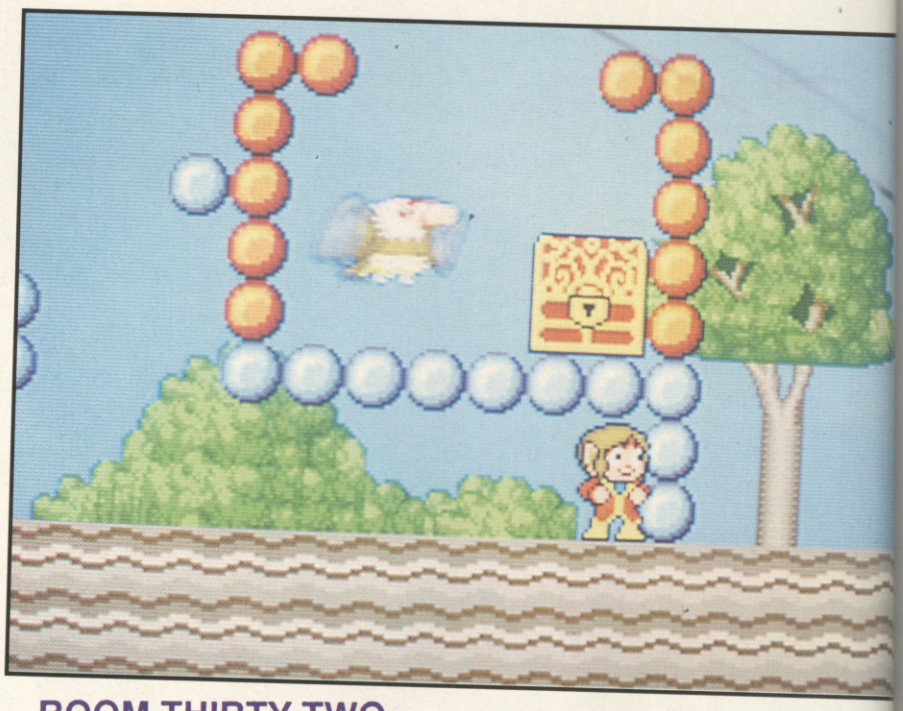
Kill the mouse, get all the wonga lying about in the chest and then exit the room bottom right.

ROOM THIRTY

Drop down and kill the robot with the ring. After that take the ring off and punch the grey chest. If you get an extra man or a necklace punch the lever. Go down the gap in the floor just beneath the spikes to exit the room.

ROOM THIRTY ONE

Get the money from the chest and then go down to the bottom right hand corner of the screen. Now jump-kick up. This will knock an exit in the floor.



ROOM THIRTY TWO

Jump over the lava and then exit the room bottom left. Keep to the top of the exit to ensure safe passage.

ROOM THIRTY THREE

Dodge the spikes and kill the bottom two soldiers. Collect the money fro the chest and then butcher the top two soldiers. After all that, exit the room top left.

ROOM THIRTY FOUR

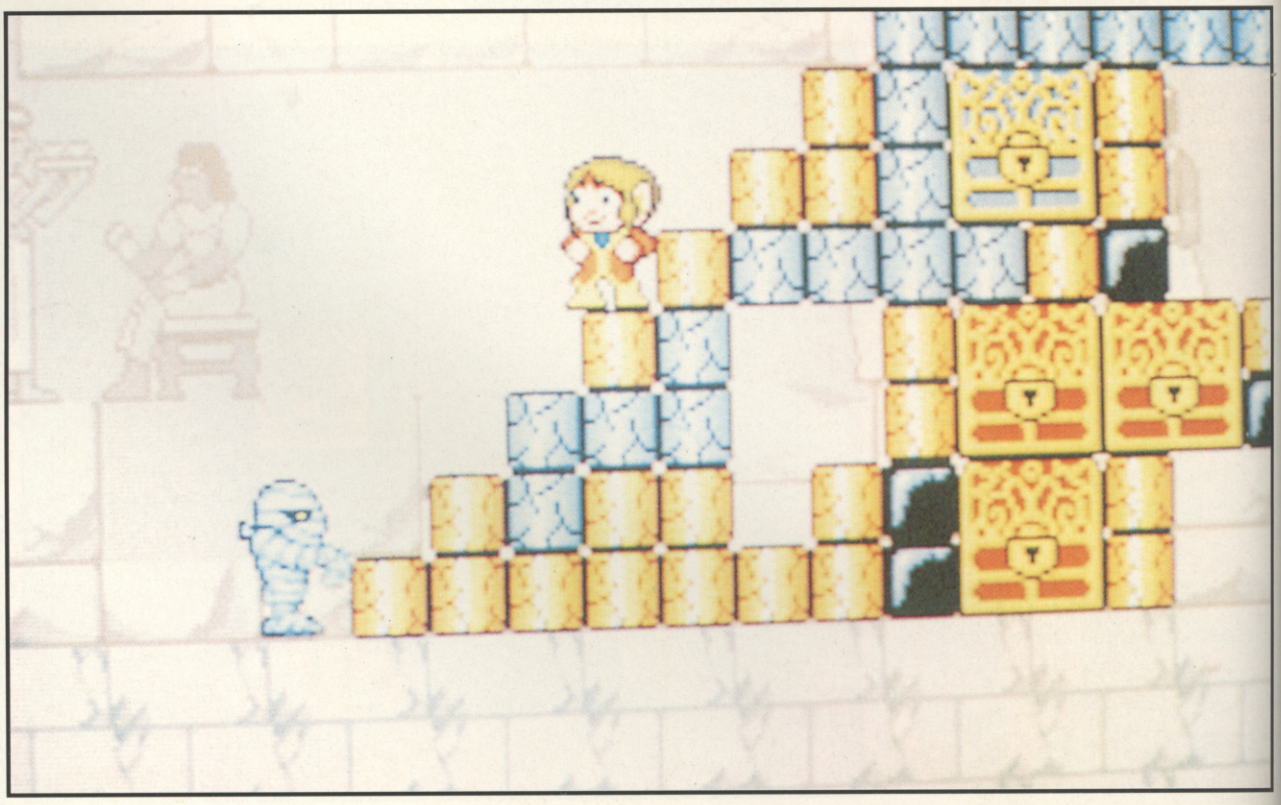
Drop down to where the lever is and punch it. Immediately go right and jump out from underneath the spikes. When you have done that exit the room bottom left.

ROOM THIRTY FIVE

Jump onto the moving block and get carried across the floor/spikes and then get off the moving block. Exit the room bottom left.

ROOM THIRTY SIX

As soon as you enter the room go left and don't stop as the roof of the room comes down! Don't try for the chest - just exit the room bottom left.



ROOM THIRTY SEVEN

As soon as you enter this room do a big jump left and then crawl under the falling spikes to safety. Now go to the bottom of the screen and punch away the orange blocks. Once you've finished that particular caper, exit the room top left.

ROOM THIRTY EIGHT

DON'T MOVE! You're on a narrow edge! Put on the ring and shoot the first mouse. As soon as the second mouse starts to go up the wall at the far end of the screen shoot it. Take off the ring and loot the grey chest. If a man or a necklace appear collect them and exit the room top left.

ROOM THIRTY NINE

Jump onto the ledge before four orange blocks. Punch the bottom blocks and these will fly across the screen. and kill the hapless soldiers, enabling you to collect the money and then exit the room bottom right.

ROOM FORTY

Punch the robot, collect the money and exit top bottom right.

ROOM FORTY ONE

Again, not that much to do here. Just jump up to the top and exit top left.

ROOM FORTY TWO

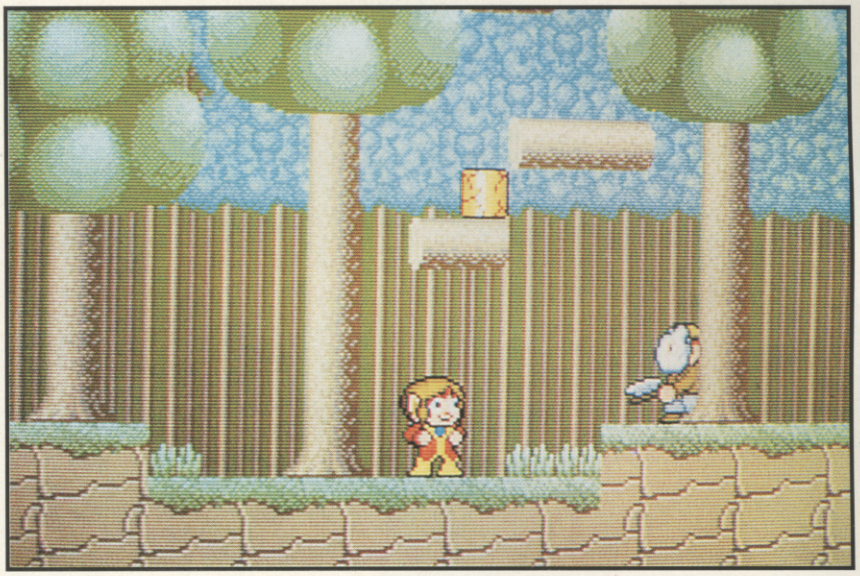
This room will be blocked at both exits. Put on the ring and kill the soldiers, collect the money and take off the ring. Punch the lever to clear the left hand exit.

ROOM FORTY THREE

Jump over all the flames and exit top left.

ROOM FORTY FOUR

Another one of those crushing roof jobbies, so punch the lever and stop the roof's terrible onslaught.



ROOM FORTY FIVE

Hit the first lever to clear the right hand exit. Exit right - but NOT before putting on one of your hard earned necklaces.

ROOM FORTY SIX

In this room you will encounter the awesome Jankin the Great. Press Button C a few times and you will enter a janken match with the main baddie. The necklace will enable you to see what he is about to choose. Make sure you have the winning hand when Alex says something like "JAN KIN BO" and if you do indeed win, you will have half beaten your adversary.

Press button C to enter another match. Win that and Jankin will go red in the face and you will progress to the next room, with Jankin for company again - only this time he's a bit more vicious!

Watch out for his groping hands. To avoid his clutches, put on the ring and the cloak and walk right up to him firing like crazy! If you are successful at murdering Jankin, then you will enter a room with the king of the castle and the defeated Jankin!

Sit back and watch the end-of-game sequence. I say watch because all the text is in Japanese!

Piles of thanks go to Mr Anonymous (whoever he may be) for his somewhat exhaustive guide to this game.

LYNX

CALIFORNIA GAMES

BMX

Try to make a map of the course so that you know exactly when to spin or jump. Spinning gives you a much higher score so try not to jump too much.

SURFING

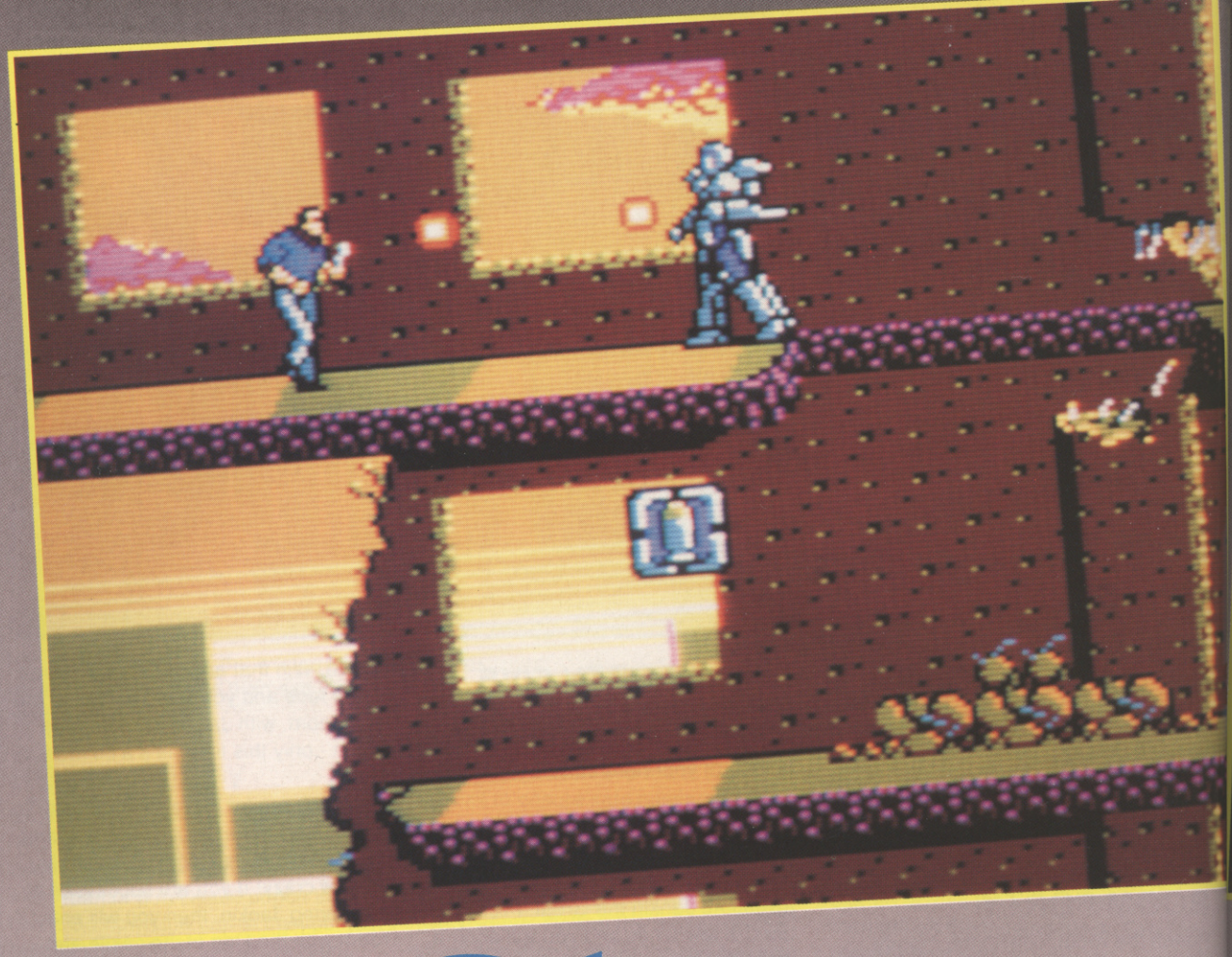
Get away from the wave by doing very small jumps off the waves, then go up at a diagonal and spin away! If you feel you are going to crash push left on the joypad to slow down. Don't hang around without jumping, as you will fall off the board.

HALFPIPE

WHen you are halfway up the pipe press A. Keep up your speed and, once you've began to jump from the halfpipe, press A and hold it down until your board has turned fully, then let go for a perfect score.

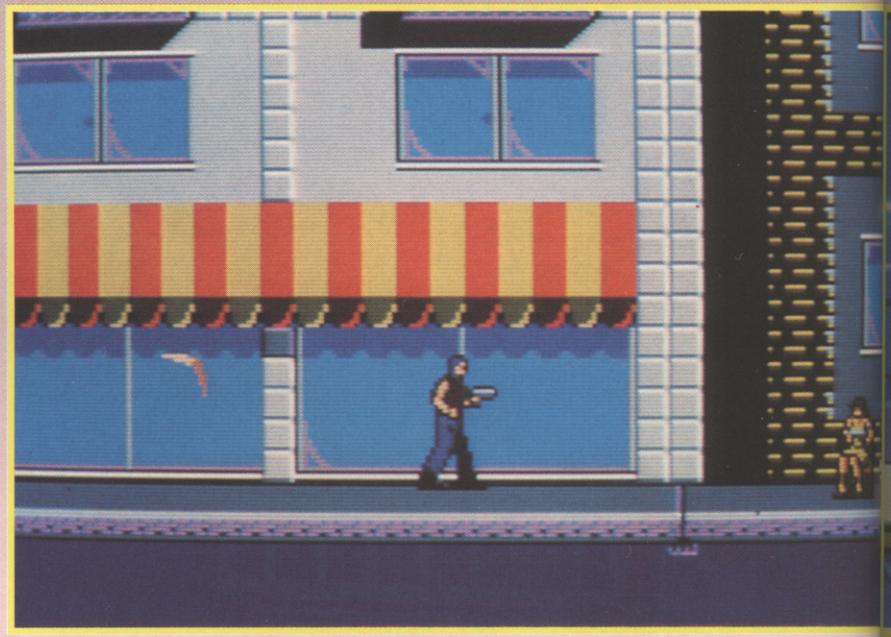
FOOTBAG

Keep volleying from your outside left foot to outside right foot to mount up the points. Beware the bird - he gives you 50 points but knocks the bag away in a random direction



ESWA

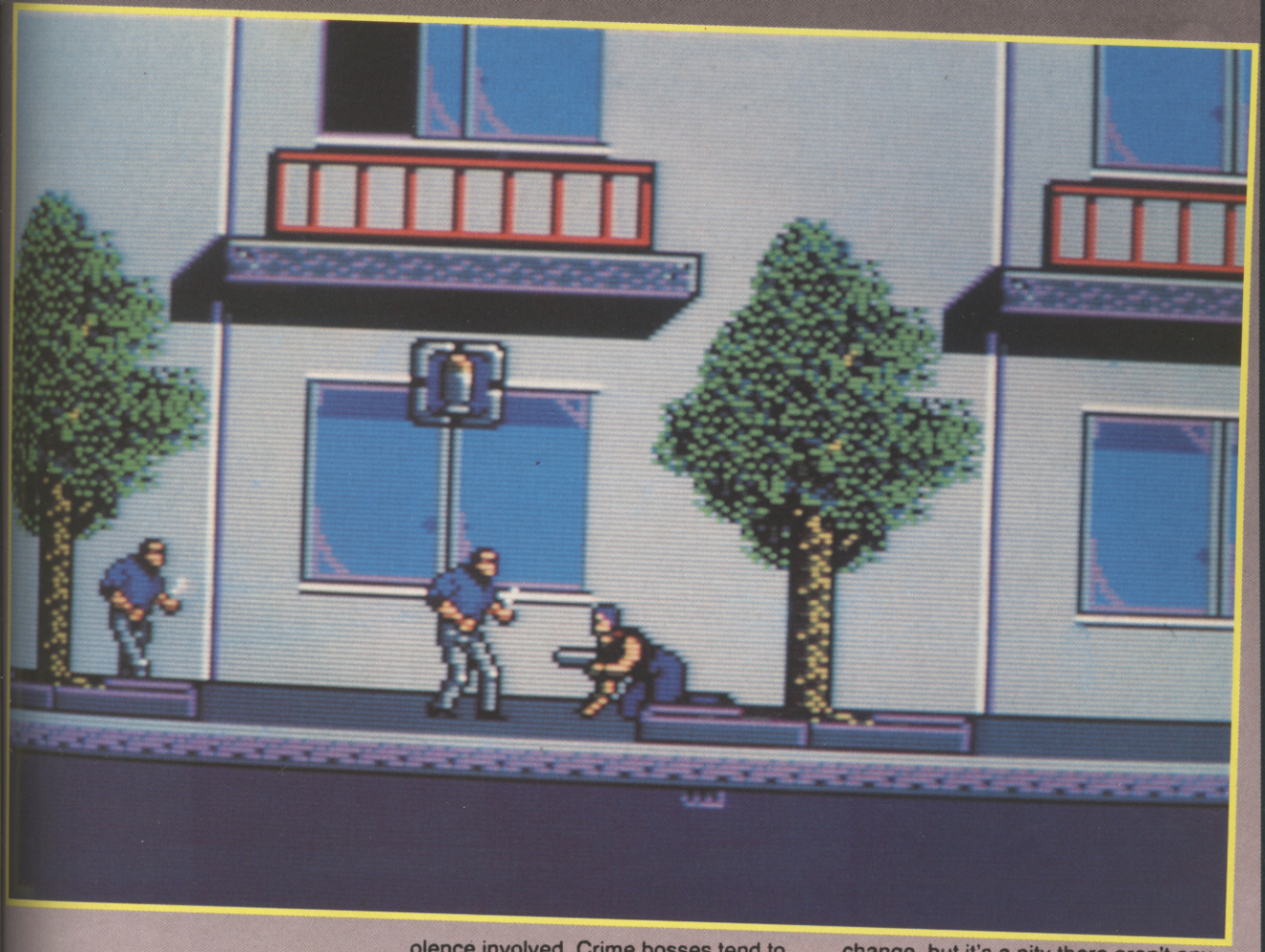
SEGA MASTER SYSTEM



This new cart from Sega is subtitled "City Under Siege" and not without reason. Six highly dangerous and incredibly ruthless crime bosses (with their gangs of organised killers in tow) have taken over the city. The police are powerless to stop the carnage until the ESWAT (Enhanced Special Weapons And Tactics) assault team are assembled - the best cops with the best weaponry.

You take on the mantle of an aspiring officer, who must first qualify for ESWAT membership. Once you have defeated the first end-of-level boss, you receive the high-tech armour and armament needed to stop the evil organisation from looting the city.

Of course, there's plenty of vi-

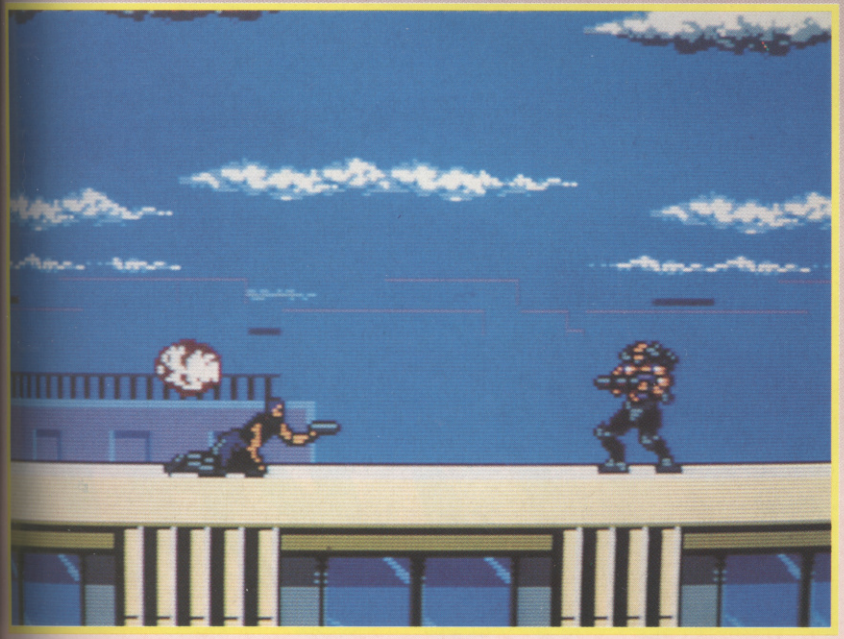


olence involved. Crime bosses tend to have plenty of cronies just waiting to blast you into oblivion (unless you blast them first), and these bosses are no exception. There are five rounds of these deadly capers, each with four scenes to conquer.

If all this sounds rather a lot like arcade Robocop, you wouldn't be too far off the mark. ESWAT has the same type of horizontally scrolling action, and the actual gameplay is also rather similar. The power-up armour is a nice change, but it's a pity there aren't any extra weapons to be fitted onto it, as there are in the arcade and Megadrive versions.

If you're a Sega owner crying out for a Robocop game, or even just a fan of digital death in general, ESWAT will undoubtedly make your day.

RICHARD LEADBETTER



RATINGS

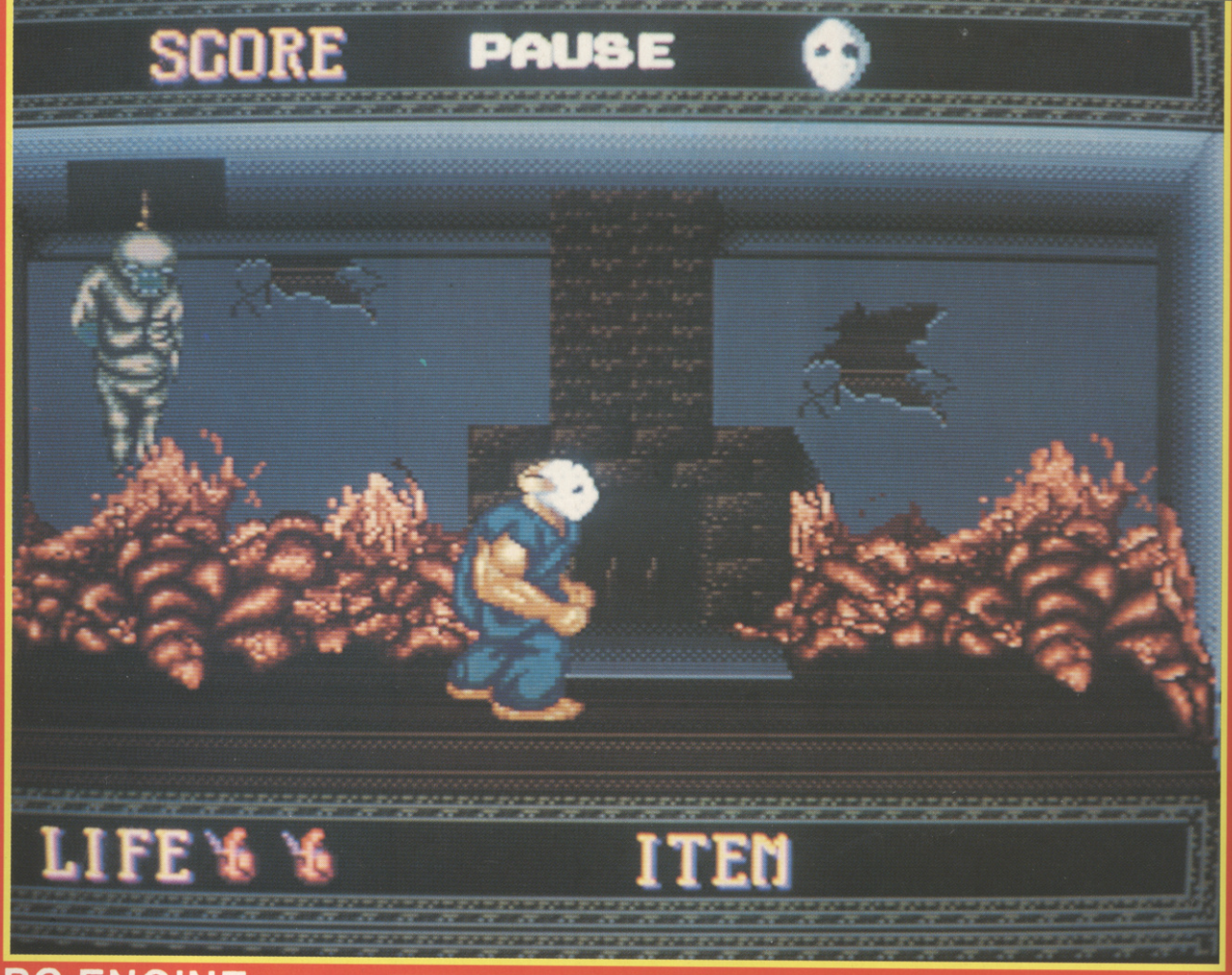
GRAPHICS 72%
Not the most atmospheric of backdrops - the "City Under Siege" looks about as ominous and threatening as Clacton prom.

SOUND 69%
The tinkling tunes seem rather out of place, but the effects aren't bad at all.

VALUE 78%
Quite a lot of action for your money, with two skill levels to sustain interest.

PLAYABILITY 84%
Loads of blasting thrills available in this little number.

OVERALL 81%
If you can't sleep at night for want of a Robocop type game, ESWAT could well be the one for you.



PC ENGINE

The forces of evil are abroad - ghastly, slimy creatures from the depths of your very worst nightmares. And as if that wasn't bad enough, they've kidnapped your girlfriend! You've go to rescue her, so climb into your blue boiler-suit, put on your fearsome ice hockey mask and go kick the butts of those things that go bump in the night.

The action takes place over a horizontally scrolling landscape, and you've got to punch and kick any revolting creature that bars your path - or belt them with any weapon that you've happened to pick up.

The baddies are a vile lot - you've never seen anything so disgusting in

Splatterh

RATINGS

GRAPHICS 95%
Fantastic array of nightmarish sprites and superb, gloomy-looking backdrops.

SOUND 94%
Creepy soundtracks and great effects give this one hell of an atmosphere.

VALUE 90%
Worth more than a pound of flesh!

PLAYABILITY 92%
The number of continue options makes this rather easy to finish - but doing it in one go is very tricky indeed. But avoid continuing and you've got a very challenging game.

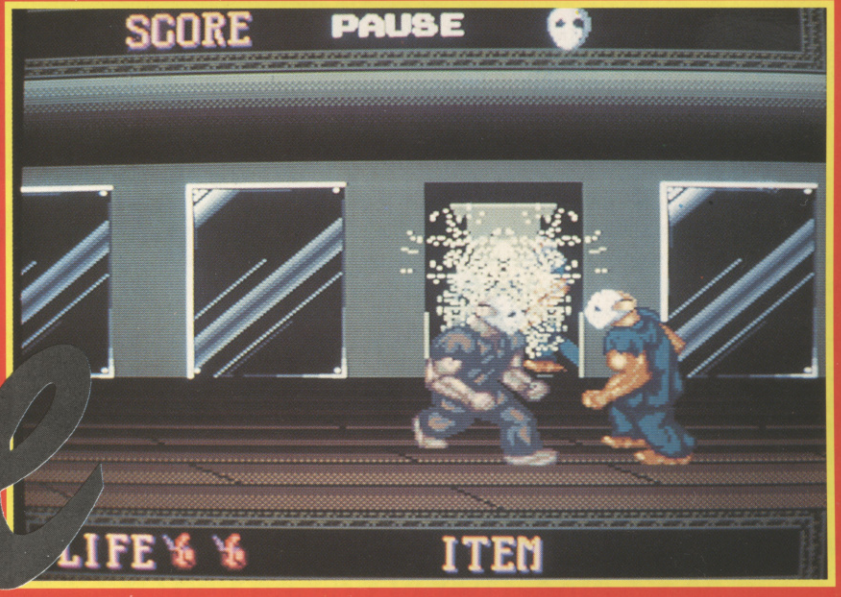
OVERALL 94%
A superb product that brings brilliant graphics, sound and playability together to produce one of the most horrifically gory games yet seen. Don't miss it.

your entire life: bloated babies hang from ropes, fetid corpses stalk the night, and there are vicious demons, floating heads, sickening monsters, slimy worms, possessed furniture all out to get you - and there's worse! This is going to be a very long night...

Splatterhouse is an absolutely superb game - and one of the most horrifically gory I've ever seen! Its arcade perfect graphics and fabulous soundtracks are truly outstanding! In fact there's only one thing wrong with it - you're given too many continues, and consequently it's very easy to finish the game. However, if you can resist using the continues and just play one "credit" at a time, the game is as challenging, enjoyable and as addictive as the coin-op. If you can't control yourself, though, you'll reduce the lasting appeal and won't really get full value for money.

In spite of this problem, I'd still recommend Splatterhouse very highly as it's such a brilliant conversion. Just make sure your granny doesn't see it.

JULIAN RIGNALL



REVIEW

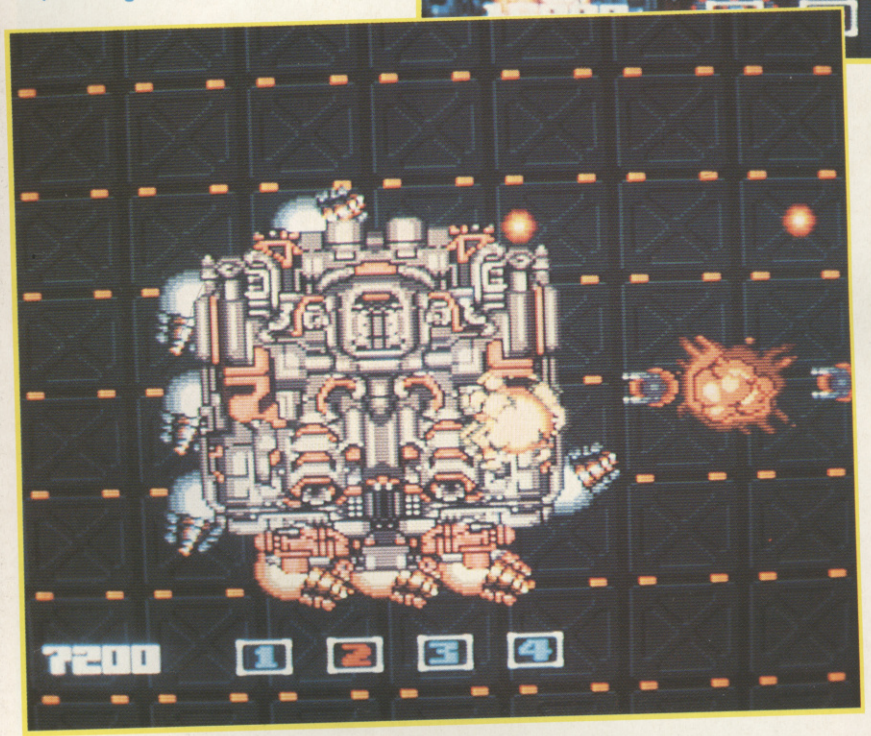
IMAGE FIGHT

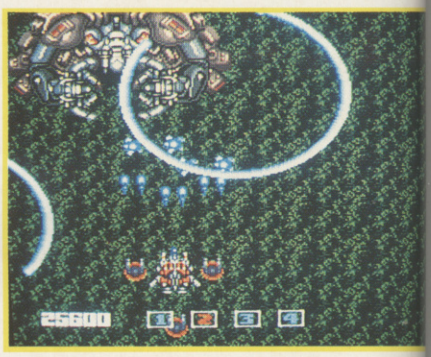
PC ENGINE

When your planet's under attack and all the other brand new fighter craft are out blasting aliens, there's only one machine to rely on - and that's the X-548 Image.

Stacked with enough capabilities to make even the hardest interplanetary dictator think twice about disturbing your airspace, the Image comes with four speed modes as standard, the latest in weapon-port technology just in case you find any spare armament out in space and, of course, Blaupunkt quadraphonic sound.

Jump inside sir, and take it out for a test-fly if you wish - but watch out for that galactic death-squadron just behind the next moon; we wouldn't want the paint to get scratched!





Five levels make up Image Fight, with you as the unlucky chappie who must singlehandedly take on an entire space fleet, from dinky little fighters to humongous starcruisers. There's weapons to be picked up and bolted on along the way, and you're gonna need them if you worry about such trivial things as survival - a dirty word to your enemies!

If you're after a well-hard blast with great graphics, good music and not a huge amount of stages, Image Fight could well be the game for you. It starts off extremely tough, and doesn't really get any easier. In fact the difficulty level could well put people off bothering to get further than the first level or so, but it's worth persevering in the long run. Don't expect any new twists on the shoot 'em up theme - Image Fight is just your common-or-garden space blaster - but what the game lacks in originality, it more than makes up for in playability.

PAUL RAND

RATINGS

GRAPHICS 88%
Well-animated, metallic sprites and pleasant backdrops.

SOUND 86%
Loud music played over equally loud effects.

VALUE 80%
Only five levels, but it should take the average gamer a good while to complete them all.

PLAYABILITY 81%
Very difficult from the outset.

OVERALL 82%
A demanding shoot 'em up which even experienced players will find a tough nut to crack.

TELEGAMES

☎ (0533) 880445/813606/889989
Fax 0533-813437

EUROPE'S LARGEST STOCK OF VIDEO GAMES

WHY WAIT? ORDER NOW!! FAST DELIVERY

We stock games and cartridges for all of the following –

SEGA MEGA DRIVE

PC SUPER GRAFX PC Engine

COLECO VISION

NINTENDO GAMEBOY

INTELLIVISION

LYNX

SNK'S NEO GEO

SEGA

NEW FOR Nintendo

BATMAN 39.95 | WRESTLING 39.95 | NINJA 39.95 | AIRWOLF 33.95 | P.O.W 39.95 | CRYSTAL MINES 34.95 | TURTLES 39.95

☆MODIFIED GAMES ONLY☆

'WHAT VIDEO GAME' 2 HOUR VHS FILM SHOWS OVER 400 GAMES FOR MOST SYSTEMS SPECIAL PRICE £12.95 plus 2.00 P+P

SALE ✻ KRAZEE SALE ✻ KRAZEE SALE ✻ KRAZEE SALE

*10% OFF ALL GAME CARTS

PLUS **2** (YES TWO) FREE GAMES WITH ALL GAME CONSOLES

(EXCEPT NEO-GEO!!)

IF ITS AVAILABLE WE STOCK IT!!

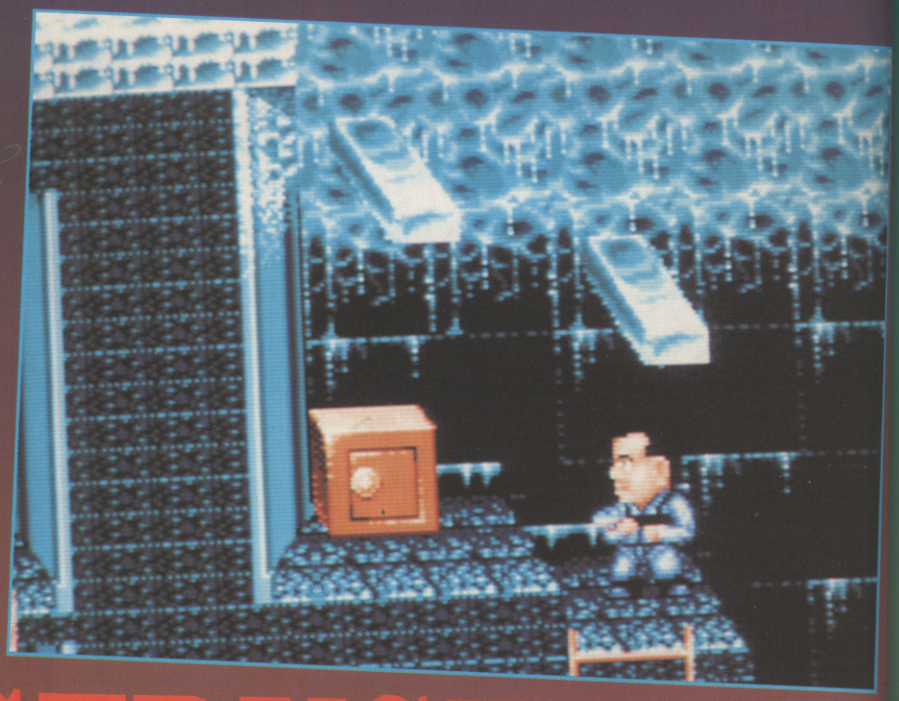
TELEGAMES OFFER 363 DAY SERVICE PER YEAR – ALL ITEMS FULLY GUARANTEED
✻ REPAIRS CARRIED OUT ✻

ESTABLISHED FOR OVER 14 YEARS

✻ FOR FULL DETAILS SEND **LARGE SAE TO- TELEGAMES**
KILBY BRIDGE, WIGSTON, LEICS LE8 1TE

SHOP AND MAIL ORDER OPEN 7 DAYS A WEEK
8.45AM – 6.45PM : SAT 9.00-5.45 : SUND 10.00-4.45

The Leading Video Game-Specialists



It's time to put on those proton backpacks, whip out those positron colliders and blast some spectral spoilsports! Yep, the Ghostbusters are here, out to stomp a few heads (of the ectoplasmic variety), and you've got to choose which of the three spook cops (Ray Stantz, Egon Spengler or Peter Venkman) is going to do the job.

Viewed from the side, your 'buster can walk, jump, crawl and shoot, avoiding traps and collecting money (by blasting safes) along the way. Contact with a ghost drains your energy, and when that's gone, so does one of your three lives. Energy-replenishing food can be bought back at HQ, as well as more powerful weapons and shields.

Each building contains a number of "middle ghosts", not-quite-guardian

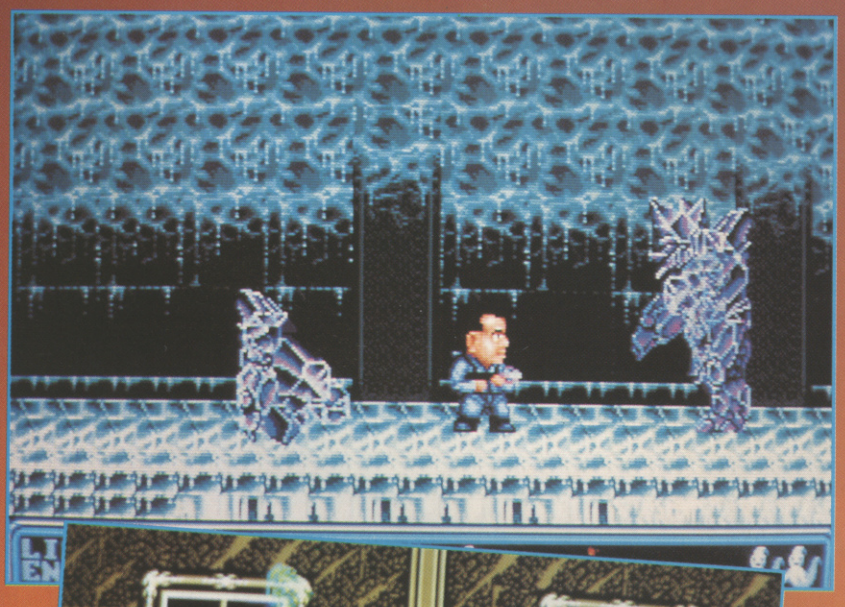
MEGADRIVE

GHOSTBUSTERS

spooks which have to be zapped and trapped. If this isn't done within a certain time, the spook runs off, and with it the chance of more money! At the end of the level, you are confronted by a big ghoulie which has to be blasted to bits, such as a green plant-like thing, or even the Stay-Puft Marshmallow Man!

The graphics are nice and detailed, and the action is really frantic, not to mention flippin' hard. But perseverance is the main thing, and if you stick with it, you'll have no worries. Unfortunately, the music is diabolical! Rather than a thumping version of the Ray Parker Jr track, it's all tinkly tinny buzzing noises (yeuck!). Apart from that, though, Ghostbusters is a good laff, and worth raiding your piggy bank for.

ROBERT SWAN



RATINGS

GRAPHICS 90%
Bright, colourful, buckets of detail, and highly amusing to boot.

SOUND 55%
Yeeccchh! Who ever did this should be made to listen to the real thing for the rest of their life!

VALUE 82%
A bundle of laughs, and difficult to put down until it's completed.

PLAYABILITY 80%
A bit of a toughie, but once into the swing of things, it's quite addictive.

OVERALL 82%
Apart from the awful music, Ghostbusters is one ruddy good game. Check it out, y'all.

PHELIOS

RATINGS

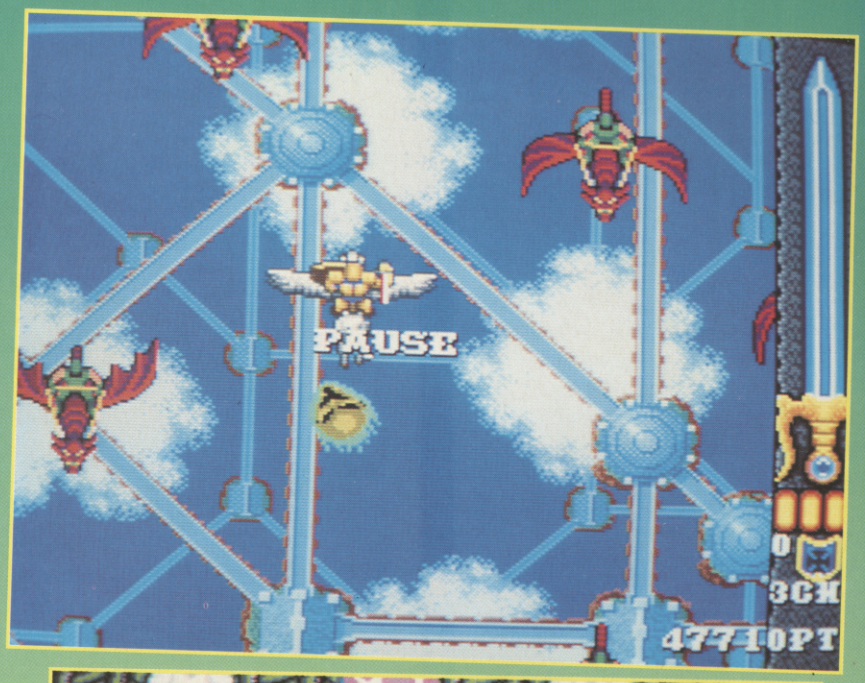
GRAPHICS 60%
Blocky sprites and average backdrops.

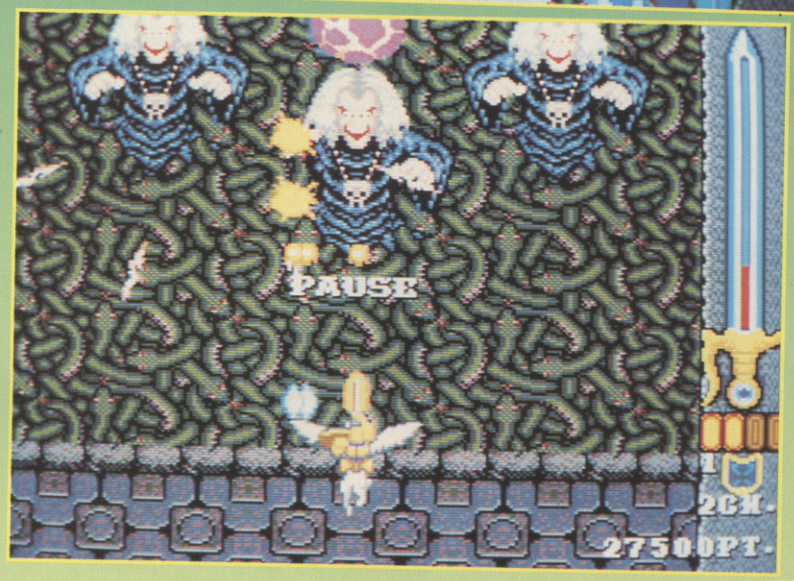
SOUND 70%
Reasonable tunes and spot effects.

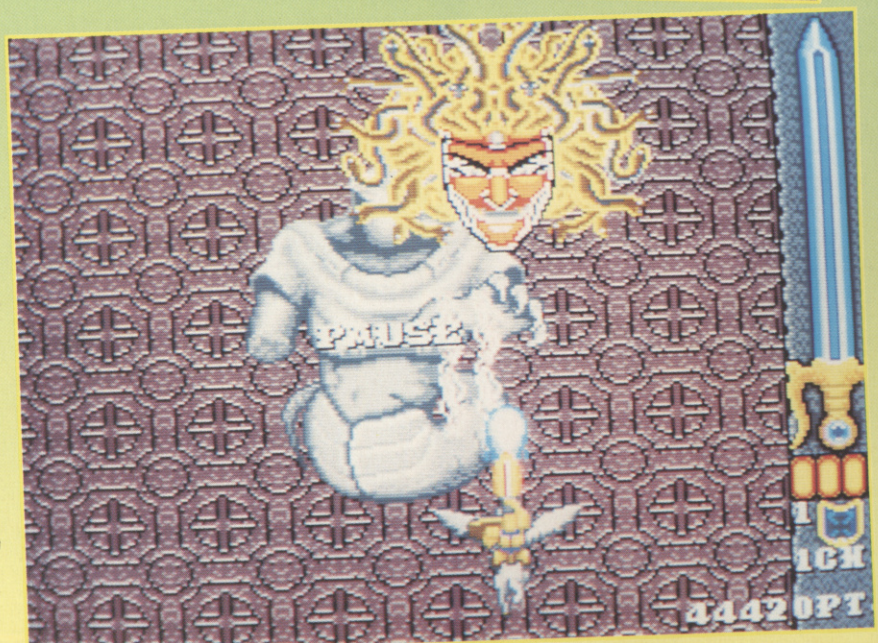
VALUE 72%
Rather too ordinary to be worth the asking price.

PLAYABILITY 74%
It doesn't look up to much, but as a game it's reasonably addictive.

OVERALL 70%
An above average Dragon Spirit clone.







MEGADRIVE

Back in the realms of Greek mythology lived Apollon, companion of the Gods. Together with his girlfriend, the last princess, Artemis, they enjoyed a peaceful existence. That is, until one day when Medusa, the snake-haired Gorgon and her devilish cohort Typhos kidnapped Artemis.

As gods are not allowed to come to Earth, they entrusted Apollon with the task of defeating their enemies and freeing their mortal daughter, giving him powers beyond the imagination of mortal Man. Three lives, and a sword made of the most magical mithril, with the ability to absorb the spirits of Medusa's dead minions and transform them into power for Apollon's use. After a few words of guidance from the gods, Apollon jumps onto the back of his four-legged, two-winged friend, the unicorn Pegasus, and after a cry of defiance to his opponents, sets off into the unknown.

A storyline which paves the way for a Dragon Spirit-esque shoot 'em up which looks, frankly, awful to begin with, but steadily grows on you the further you progress. Considering the capabilities of the Megadrive, Phelios is well below par, with blocky, poorly animated sprites and grating tunes and effects (there is some speech, but it hasn't been sampled - it's been "built up" by the sound chip). If you forget about the aesthetics and concentrate on the gameplay however, Phelios isn't actually that bad a game. It's tough, reasonably addictive and quite good fun. That said, there are better shoot 'em ups available for the Megadrive, but if you've played them all and crave for killing, Phelios should keep you going for a month or so.

PAUL RAND

PC ENGINE

DOWN LOAD

If only I could read Japanese. Even though this game's cyberpunk storyline is told in an absolutely brilliant scene-setting cartoon sequence, I couldn't really translate enough to give you any firm storyline, but I did glean that you play Syd 2091, a cyberdiver investigator who has run into some trouble on his latest case. Apparently, the criminals he was after have kidnapped his girlfriend to make him drop the case.

This sort of thing only makes Syd more resolute in his thirst for justice, and, after arming up his jet-bike, he climbs aboard and sets off for the villains' base - and that's where you step in. The battle begins on the sideways-scrolling highways of Kabukicho City, then progresses across the ocean and into space. That's six levels altogether, all packed with heavily armed robots, motorbikes, aircraft and spaceships, all after Syd's blood.

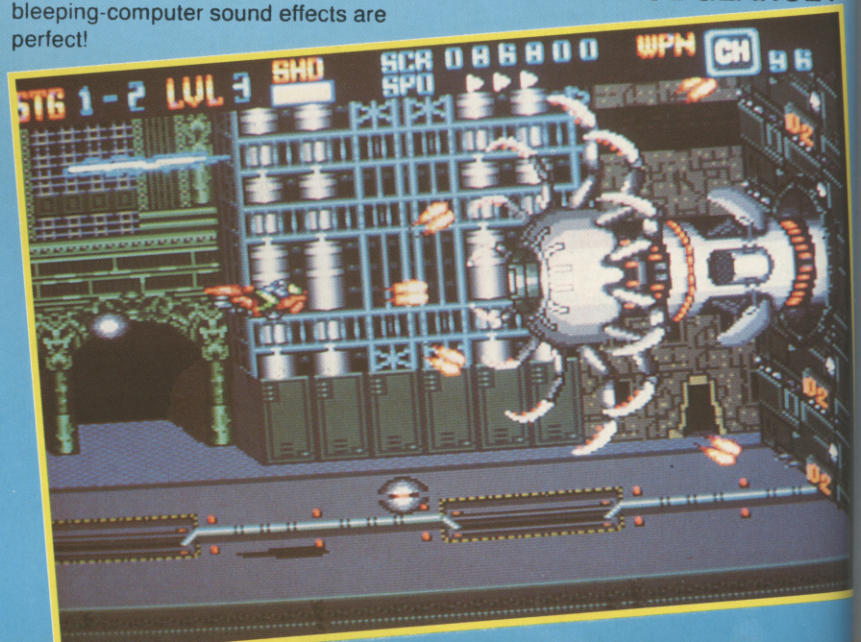
Syd's bike has two separate weapon systems, which are set up before the game starts, and between missions. The main weapon can either be a Beam Vulcan multi-directional bullet weapon, or a Laser Cannon, which shoots armour piercing beams forward and to the rear. Both these can be built up five times by destroying robots then collecting the correct floating capsule.

There is a choice of three secondary systems. You can either have 96 Chaser (homing) missiles, a Crusher (a sort of smart bomb) or a barrier (a rotatable shield which can absorb up to 15 hits).

Now no doubt it all sounds like pretty standard stuff to you, and when it comes down to it Down Load is nothing really new in the realms of shoot 'em ups. However it is done with such outstanding style that it's a treat to play. The scenery and the enemy ships look completely cyberpunky and the parallax scrolling is fast and flawless. The use of sound during the actual game isn't particularly noteworthy, but in the opening sequence, the bleeping-computer sound effects are perfect!

Gameplay is pretty good overall although not in the same league as, say, Gunhed or Super Star Soldier. The weapons, are quite spectacular when they're powered up, and the levels are well graded for difficulty, but the graphics grab your attention more than the gameplay does. It's been beautifully programmed, obviously, but there are a couple of more playable shoot 'em ups than this on the PC Engine. Just a couple, though.

PAUL GLANCEY



RATINGS

GRAPHICS 92%
Great introductory, and between-mission sequences. Graphics during the game are equally good - well-designed, fast and smooth.

SOUND 80%
Pretty weak in-game tunes, but good effects and a decent title track.

VALUE 83%
You can buy better shoot 'em ups for this price, but there's sufficient action in this one to warrant a purchase.

PLAYABILITY 84%
Easy to get into, and exciting to play.

OVERALL 83%
Not quite a major-league game, but brilliantly programmed and presented, and very playable too.

RAVEN GAMES LONDON

66 DURHAM ROAD, BROMLEY, KENT BR2 OSW

PC Engine

PC ENGINE SUPERGRAFX (PAL) INC GRANZORT	£285.00
PC ENGINE SUPERGRAFX (SCART)	£275.00
PC ENGINE CORE GRAFX (PAL)	£155.00
PC ENGINE CORE GRAFX (PAL) INC GAME	£169.00
PC ENGINE (SCART) INC GAME	£159.00
CD ROM UNIT (CD PLAYER + INTERFACE)	£299.00
PC ENGINE JOYSTICK	£29.95
PC ENGINE JOYSTICK XE-T-ST	£32.95
5 PLAYER ADAPTOR	£21.95
2 PLAYER ADAPTOR	£19.95
JOYPAD	£16.95
JOYPAD (WITH AUTOFIRE)	£19.95
PC ENGINE JAPANESE MAGAZINES, G-KAN	£7.50
MARAKATSU	£7.50
PC ENGINE FAN	£7.50

PC SUPERGRAFX GAMES

BATTLE ACE	£34.95
GRANZORT	£34.95
GHOULS 'n' GHOSTS (8 MEG)	£44.95

RING FOR LATEST RELEASES

PC ENGINE GAMES

TALES OF THE MONSTER PATH	£17.95
DRUNKEN MASTER	£17.95
MOTOROADER	£24.95
R-TYPE 1	£25.95
VIGILANTE	£25.95
SPACE HARRIER	£25.95
WONDERBOY IN MONSTER LAND	£26.95
DRAGON SPIRIT	£26.95
GALAGA 88	£26.95
PACLAND	£27.95
NATEX OPEN	£29.95
HEAVY UNIT	£29.95
SHINOBI	£29.95
PSYCHO CHASER	£29.95
TATSUNKO FIGHTER	£29.95
DUNGEON EXPLORER	£31.95
ALIEN CRUSH	£31.95
TIGER HELI (TWIN COBRA)	£32.95
NEW ZEALAND STORY	£32.95
FINAL LAP	£32.95
NINJA WARRIORS	£33.95
ATOMIC ROBO KID	£33.95
DIGITAL CHAMP (BOXING)	£34.95
WORLD COURT TENNIS	£34.95
BLOODY WOLF	£34.95
SIDE ARMS	£34.95
LEGENDARY AXE	£34.95
ORDYNE	£34.95
PC KID	£34.95
MR HELI	£34.95
TATO BIKE RACING	£34.95
CHASE HQ	£34.95
GUNHED	£37.95
CYBERCORE (SHOOT em UP)	£34.95
DODGE BALL	£34.95
POWER DRIFT	£34.95
BARUNBA	£34.95
BLUE BLINK	£34.95
DON DOKO DON (BUBBLE BOBBLE III)	£34.95
DOWN LOAD	£34.95
PUZNIC	£34.95
VEIGUES	£34.95
NINJA SPIRIT	£34.95
SUPER STAR SOLDIER (GUNHED II)	£34.95
RASTAN II	£34.95
XEVIOUS	£34.95
BELABARMAN	£34.95
DEVIL CRASH	£34.95
WORLD BEACH VOLLEYBALL	£34.95
IMAGE FLIGHT	£34.95
LOAD RUNNER	£34.95
KLAX	£34.95
HELL EXPLORER	£34.95
LEGENDARY AXE II	£34.95
POWER LEAGUE III	£34.95
BATMAN	T.B.A
AFTERBURNER	T.B.A

CD ROM GAMES

ALTERED BEAST	£34.95
WONDERBOY III	£34.95
SIDE ARMS	£34.95
VARIUS II	£34.95
RED ALERT	£34.95
BASEBALL	£34.95
YS I+II	£34.95
GOLDEN AXE	£34.95
SUPER DARIUS	£36.95
FINAL ZONE II	£36.95
VARIUS III	£34.95

RING FOR LATEST RELEASES

SEGA MEGA DRIVE

SEGA MEGADRIVE (PAL)	£169.90
SEGA MEGADRIVE (PAL) INC TATSUJIN	£179.90
SEGA MEGADRIVE (SCART) INC TATSUJIN	£179.90
JOYSTICK XE 1	£37.95
JOYSTICK XE 8 PRO	£39.95
XE 1 AP ANALOG/DIGITAL CONTROLLER	£69.95
JOYPAD	£20.95
AUTOFIRE JOYPAD	£23.95
ADAPTOR TO RUN 8-BIT CARTRIDGES	£39.95
SEGA MEGADRIVE JAPANESE MAGAZINES	£8.99

SEGA MEGADRIVE GAMES

MR KOMATSE	£19.95
ALEX KID	£24.95
ALTERED BEAST	£33.95
SPACE HARRIER II	£31.95
WORLD CUP SOCCER	£34.95
GOLF SUPER MASTERS	£34.95
THUNDERFORCE II	£34.95
GHOULS 'n' GHOSTS	£39.95
RAMBO III	£33.95
LAST BATTLE (BEAT em UP)	£33.95
FORGOTTEN WORLDS	£33.95
KUJAKUOH II	£32.95
SUPER SHINOBI	£34.95
TATSUJIN	£31.95
HERZOG ZWEI	£32.95
GOLDEN AXE	£34.95
CURSE	£32.95
ZOOM	£32.95
SOKO BAN (PUZZLE GAME)	£32.95
SUPER REAL BASKETBALL	£33.95
AIR DIVER	£34.95
NEW ZEALAND STORY	£36.95
AFTERBURNER II	£36.95
FINAL BLOW BOXING	£38.95
ASSUALT SUIT	£31.95
PHANTASY STAR (ENGLISH TEXT BATTERY BACK UP)	£44.95
SUPER HYDLIDE (ENGLISH TEXT BATTERY BACK UP)	£44.95
DJ BOY	£34.95
THUNDERFORCE III	£37.95
DAI SENPO (HURRICANE)	£33.95
GHOSTBUSTERS	£34.95
E-SWAT	£34.95
PHEILUS (SHOOT em UP)	£34.95
BATMAN	£37.95
CYBERBALL	£34.95
BUDDOKAN (KARATE GAME WITH ENGLISH INSTRUCTIONS)	£44.95
POPULOUS (ENGLISH INSTRUCTIONS)	£44.95
SUPER MONACO GRAND PRIX	PLEASE RING
SHETENMYOOH	£34.95
RASTAN SAGA II	£34.95
MOONWALKER	£34.95

SPECIAL OFFERS

SUPER LEAGUE BASEBALL	£29.95
DARWIN 4081 (SHOOT em UP)	£24.95
WHIP RUSH (SHOOT em UP)	£25.95
COLUMNS (TETRIS STYLE GAME)	£29.95

RING FOR LATEST RELEASES

SNK Neo-Geo

NEO-GEO CONSOLE (ENGLISH TEXT VERSION) (PAL OR SCART) INC J/STICK + MEMORYCARD	£399.00
JOYSTICK	£69.95
MEMORYCARD	£29.95

NEO-GEO GAMES

BASEBALL ALLSTARS	£199.95
NAM 75	£199.95
MAGICIAN LORD	£199.95
TOP PLAYERS GOLF	£199.95
RIDING HERO	£199.95
NINJA COMBAT	£199.95
CYBERLIP	£199.95

RING FOR LATEST RELEASES

GAMEBOY

GAMEBOY	£89.95
GAMEBOY DELUXE INCLUDES 2 PLAYER LEAD, EAR PLUGS + TETRIS	£114.95
GAMEBOY JAPANESE MAGAZINES	£7.50

GAMEBOY GAMES

MICKEY MOUSE	£25.95
TETRIS	£25.95
SOKO BAN II	£26.95
PINBALL PARTY	£25.95
BEACH VOLLEYBALL	£26.95
MASTER KARATEKA	£26.95
LAST BATTLE	£26.95
WORLD BOWLING	£26.95
SUPER MARIO LAND	£25.95
CASTLEVANIA (DRACULA)	£26.95
BASEBALL	£26.95
PUZZLE MAN	£26.95
NAVY BLUE	£26.95
PACHINCO TIME	£26.95
GOLF	£25.95
TENNIS	£25.95
ASMIK WORLD	£25.95
QUARTH	£26.95
NEMISIS	£26.95
SOLAR STRIKER (SHOOT em UP)	£26.95
FLIPULL	£26.95
BATMAN	£26.95
WARRIOR	£26.95
PUZZLE ROAD	£26.95
WAR OF THE MONSTER	£25.95
SOCCER BOY	£25.95
DEAD HEAT SRAMBLE	£26.95
SUPER CHINESE	£26.95
LOCK 'n' CHASE	£26.95
MAKUMARA GUIDEN (RED ARENA)	£26.95
BOXING	£25.95
QUIX	£26.95
PITMAN	£26.95
COSMOS TANK	£25.95
NFL AMERICAN FOOTBALL (ENGLISH INSTRUCTIONS)	£26.95
FUNNY FIELD	£26.95
BASES LOADED (BASEBALL)	£26.95
VOLLEY FIRE	£26.95
DOUBLE DRAGON	£26.95
PIPE DREAM	£26.95
BATTLE PING PONG	£26.95
DR MARIO	£26.95
TEENAGE MUTANT TURTLES	£26.95

SPECIAL OFFERS

ALLEYWAY	£19.95
MOTORCROSS MANIA	£19.95
HYPER LOAD RUNNER	£19.95
PENGUIN WARS	£19.95
PENGUIN LAND	£19.95
SPACE INVADERS	£19.95
POPEYE	£19.95

RING FOR LATEST RELEASES

LYNX

ATARI LYNX INC CALIFORNIA GAMES 2 PLAYER LEAD + POWER ADAPTOR	£179.00

LYNX GAMES

CALIFORNIA GAMES	£29.95
BLUE LIGHTENING	£29.95
ELECTRO COP	£29.95
GATES OF ZENDOCO	£29.95
CHIPS CHALLENGE	£29.95
GAUNTLET III	£34.95
KLAX	£34.95
RAMPAGE	T.B.A

RING FOR LATEST RELEASES

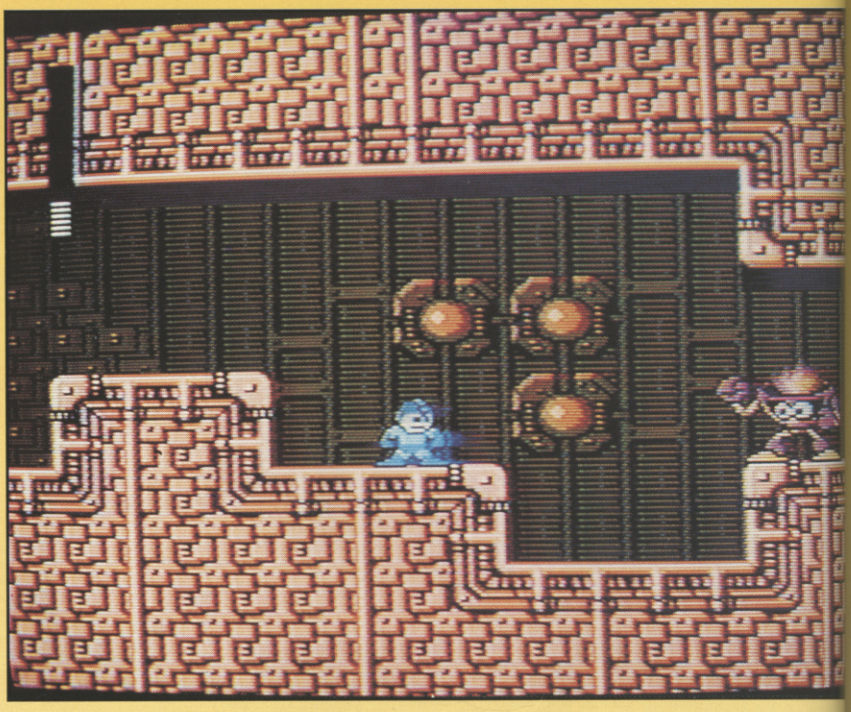
PLEASE NOTE: ALL MACHINES CARRY A ONE YEAR GUARANTEE AND FULL ENGLISH INSTRUCTIONS
P&P: GAMES, ADAPTORS, PADS, MAGAZINES £1 PER ITEM/JOYSTICKS £2/MACHINES: MEGADRIVE £5
PC ENGINE £4, LYNX £4, GAMEBOY £3. SECONDHAND MEGADRIVE AND PC ENGINE GAMES
NOW AVAILABLE. CHEQUES + P.O's / SAE FOR FULL PRICE LIST TO **RAVEN GAMES LONDON.**

TEL: 081 464 2933
GUARANTEED FAST DELIVERY

VISA

MEGA MAN II

NINTENDO

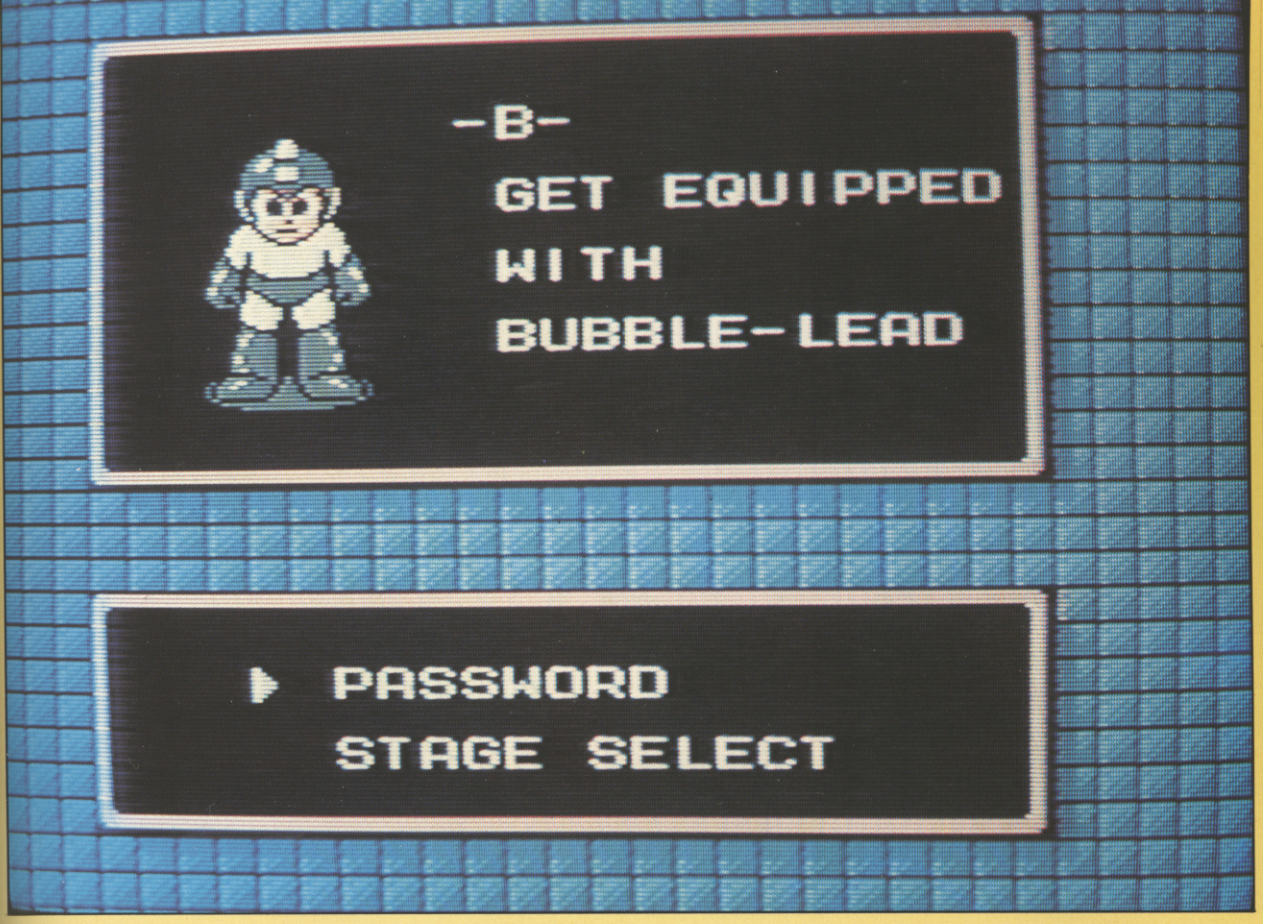


So you thought you had sealed the fate of Dr Wily in Mega Man I. How wrong you were. You can't keep a devilishly cunning mad scientist down and Wily is back - but this time he's brought a few home-made super-baddies for you to play with...

The road to each of these monsters is a long hard battle across a platform strewn, eight way scrolling landscape fraught with danger on every level. Take Bubbleman for example - a particularly nasty creature whose weaponry includes a barrage of death-dealing bubbles. Before you can even get near his stomping ground you'll have to face the likes of mutant frogs, spiked walls and huge - seemingly invulnerable fish-like aggressors.

The best thing about completing a level and destroying Dr Wily's henchman is that you can actually steal your enemy's weaponry and use it to your own advantage. Conquer Quickman and enjoy the use of some powerful boomerangs, vanquish Airman and have a large amount of small tornadoes at your disposal. Each weapon has its own strengths and weaknesses.

Some of the extra weapons work particularly well against a certain enemy. Fire-spewing creatures may appear and pretty mean they are too - unless you select the tornado weapon



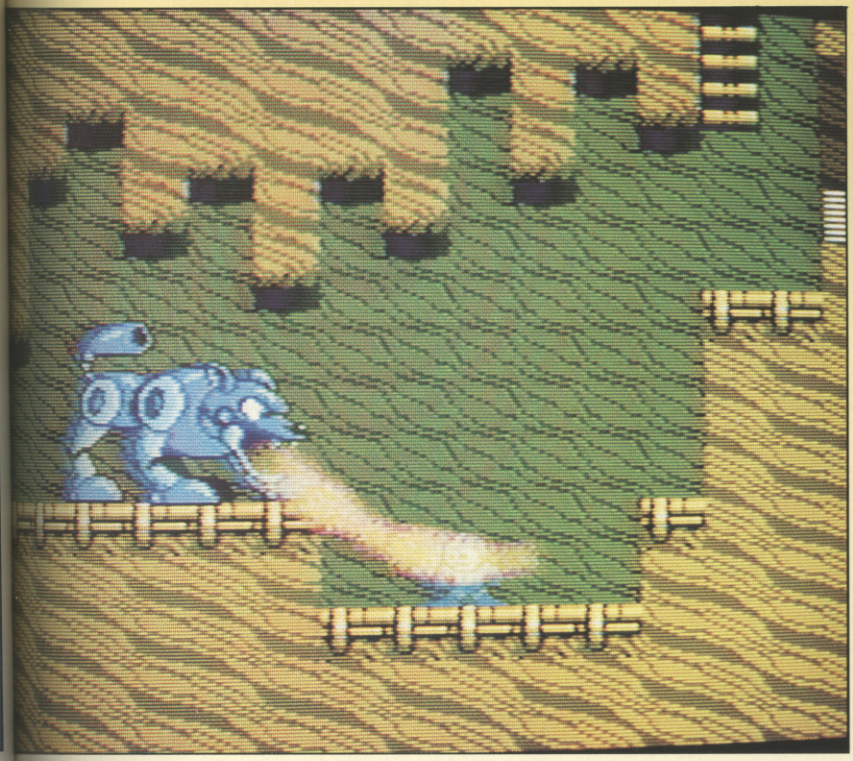
that snuffs them out rather effortlessly. This adds a dimension of strategy to the game - impossible levels suddenly become a tad easier if you're in possession of the correct mega weapon.

Fortunately there are plenty of hidden extras just waiting to be added to Mega Man's collection. Sometimes Mega Man's creator - Dr Light, will beam across some new gadgetry to try out on your travels. If you're lucky you may be graced with some deadly missiles that double up as extra platforms should Mega Man wish to reach a particularly high platform.

It's the huge amount of extras on offer in this game that set it apart from the usual platform fare. The compulsion to complete a level and get your hands on the different weapons is enormous - and great fun, too.

Games of this type tend to lose out if the graphics aren't quite so amazing, but not Mega Man II. Each level has a unique set of great backdrops and characters - colourful, well defined, with super-smooth animation. Add all this to the white-hot playability and what we have here is a breathtaking game that must NOT be missed!

RICHARD LEADBETTER



RATINGS

GRAPHICS 96%
A huge variety of brilliant backgrounds with vast amounts of superlative sprites thrown in for good measure.

SOUND 90%
Superb tunes and loads of ear-bending effects.

VALUE 93%
Devious traps and puzzles a-plenty to keep you busy for weeks on end.

PLAYABILITY 95%
Loads of new strategies to keep even the most adept Mega Man superglued to the console.

OVERALL 95%
You'd need to be stark raving mad to miss out on the huge stacks of playability on offer in this classic game.

SUPER MONACO GP

SEGA

Not, as you might think, a conversion of Sega's splendid racing coin-op, Super Monaco GP is instead a one or simultaneous two-player racing game where the drivers get the chance to compete in a series of Grand Prix races.

At the start of the game there are a series of options which let you choose one or two players, and the type of game - VS Battle, a one to nine lap series of races where two players race one another or a single player challenges the computer driver, or Grand Prix, a series of races where you challenge an opponent and a whole field of computer cars.

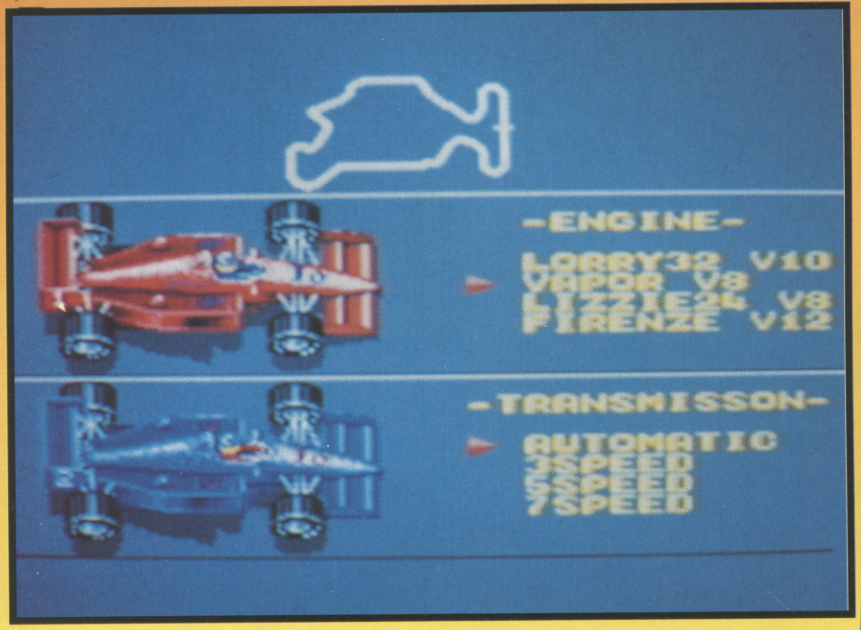
Once you've chosen the type of game you can pick a car from a choice of four, choose whether it has automatic, 3, 5 or 7 gears, and adjust the suspension and front ailerons for maximum grip.

During the game a split screen display is used to show both players' cars, and there's also a radar map of the entire course showing where both players are. As you overtake the opposition, a number appears above your car to reveal your current placing.

Points are awarded at the end of the race to top-placed drivers - the aim is simply to be the highest scorer at the end of the season.

When I discovered that this wasn't a conversion of the Super Monaco GP arcade machine I must confess to being rather disappointed. However, after playing it a couple of times I soon realised that this is a very good racing game indeed - in fact the best yet seen on the Sega! The two-player mode is obviously where this game scores highest - it's very competitive, especially when you're racing against an entire field of other cars. But even on your own the game is immense fun, since the computer driver is no dummy and provides an even more formidable opponent than your average human! Super Monaco GP is an excellent racing game with tremendous lasting appeal, and is an absolute must for your games collection.

JULIAN RIGNALL



RATINGS

GRAPHICS 88%
Good sprites and fast, convincing 3D.

SOUND 71%
Rather tinny engine noises and a few ditties.

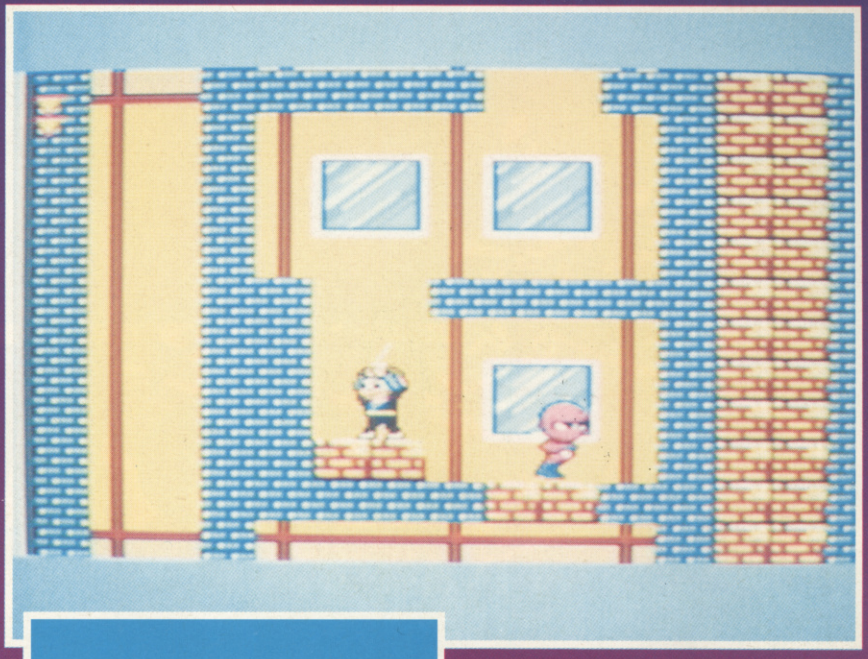
VALUE 89%
There's months of play in this one.

PLAYABILITY 94%
Competitive, addictive and fun - especially with two players!

OVERALL 92%
A thoroughly superb one or two-player racing game. A must for those who like to live in the fast lane.

ALEX KIDD IN SHINOBI WORLD

BY SEGA



Alex Kidd is back. The thing is, though, he's not just your ordinary big-eared leapin', punchin' sort of hero. This time he's... a ninja!

The problem is that his girl has been kidnapped by the evil Dark Ninja (boo!). However, the Guardian of Light, who defeated the dark one 10,000 years ago, has bestowed Alex with the powers of Ninjitsu. So off he sets, sword in hand, to travel through Shinobi World, and dish out some seriously heavy punishment to the Dark Ninja and his cronies.

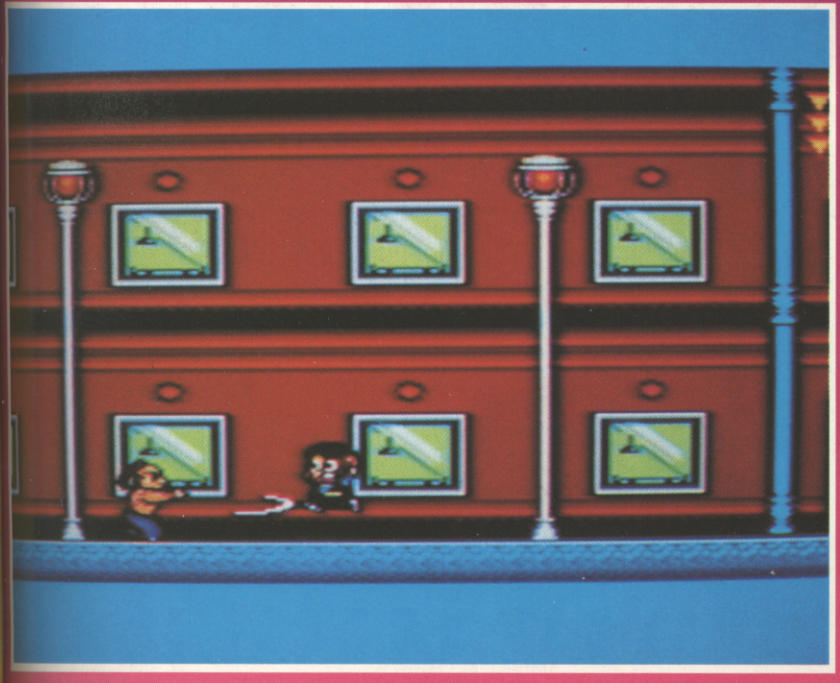
Alex has four energy points, and contact with a baddie knocks one of these off. Help is at hand, however, in the form of chests which lie scattered around the landscape. Open these and you'll find either an extra energy heart, or even a bonus power-up, such as extra jumping abilities and weapons like extended sword and shuriken stars.

Shinobi World is split up into four levels, each consisting of three sub-levels which are all guarded by a big, bad, boss-monster. Destroy this guy and you move onto the next level. Fail, however, and your girl's sushi.

A combination of Alex Kidd in Miracle World and Shinobi (both really good Sega carts) doesn't exactly bode well for a chop-socky action game, but Shinobi World works really well. The

game itself has almost all the features of Shinobi (the guys with the guns, the fat sword-throwers and the Spiderman-type ninjas are all in there), and all the cuteness of Miracle World. Graphics are bright, colourful and clear, and the sound is almost the same as the original Shinobi. I say almost, because it has that softer edge to it that you'd expect from a game of this type. Playability rates really high as well, as the game is just right at the beginning, getting progressively more difficult as you go along, but not so tricky as to drive you away. A great game all round - if you like Alex Kidd, you'll love this.

ROBERT SWAN



RATINGS

GRAPHICS 91%
Cute sprites and great backdrops make this very eye-catching.

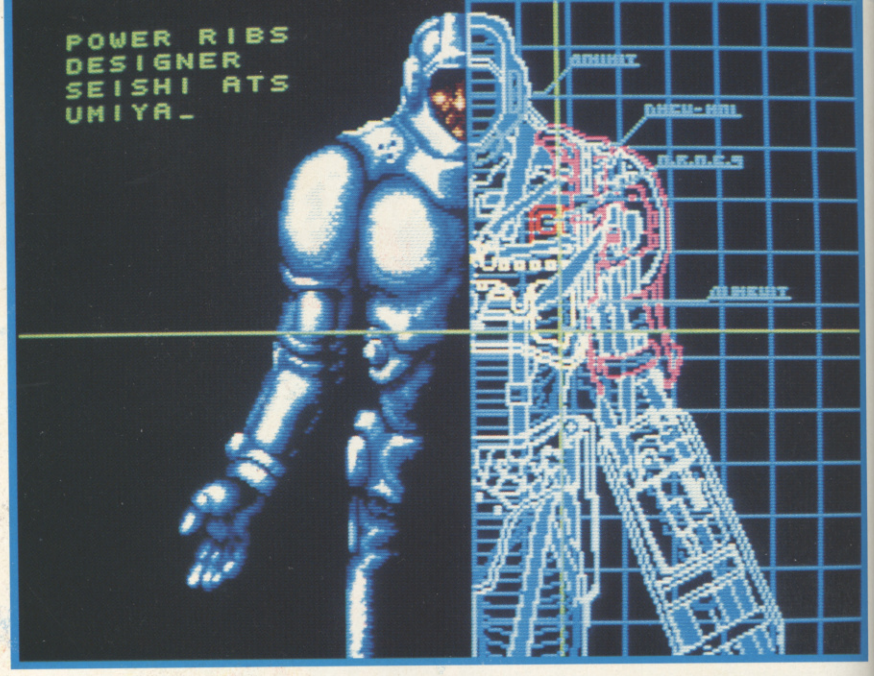
SOUND 84%
Amusing tunes and good spot effects.

VALUE 89%
Alex Kidd fans will certainly get their money's worth out of this!

PLAYABILITY 94%
Manages to be tough and very addictive at the same time.

OVERALL 92%
An excellent game which is very highly recommended.

MEGADRIVE



ESWAT

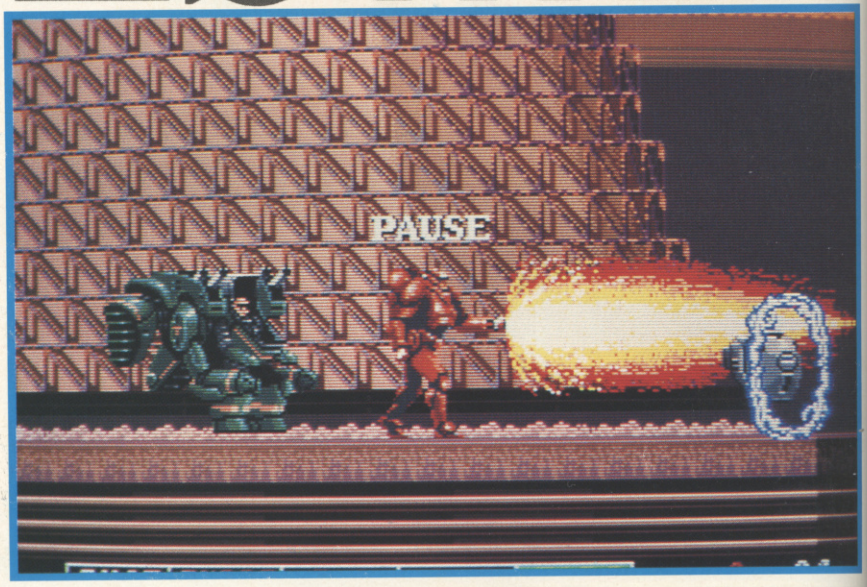
Do you have an iron liver, steel ribs and a pistol? If so, you could join the police. No, not the namby-pamby old Met, but the Enhanced Special Weapons and Tactics division of the Cyber Police - or ESWAT, as it's better known.

You are one such bolt-together bobby, and you're on a case. The bad guys have kitted themselves out with the latest in techno-armaments and are waging a war on the city, and as this is your beat, the Chief expects you to make some arrests. Or rather, to stop the crimewave as best you can, which means blowing as many of the bad guys away as possible.

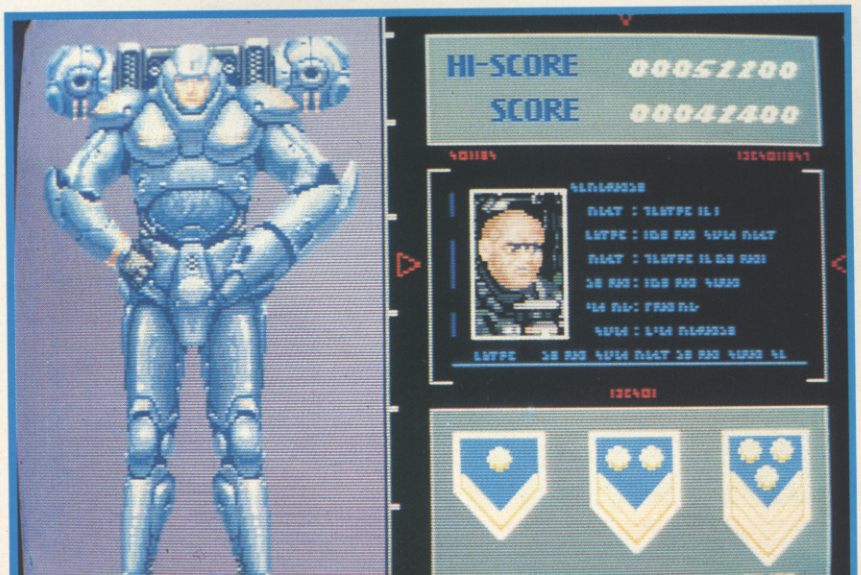
Don't worry that they have such weapons as bazookas, sub-machine guns and bomb-hurling robots and you begin with only a titchy revolver; there are more powerful weapons and a bolt-on suit of mech-armour to collect along the road to truth and justice.

The city is split into six areas, the entrance to each area patrolled by a formidable guard, sometimes with transport, sometimes on foot. All you have to worry about is getting rid of them all - at the end of the day, death is better than having to face the wrath of the Chief!

ESWAT opens with a fantastic graphic sequence showing how a cyber-policeman is made, and this high graphic quality is continued throughout. Sprites and backdrops are reminiscent of Super Shinobi, in that they've been given a slightly grainy tinge to them - they're also highly colourful and move very realistically. Sound matches the quality of the graphics, with a selection of top-class tunes, oodles of effects and a fair smattering of speech (for all he's literally a tough cop, he sounds exceedingly well-spoken!). Difficulty ranges from fairly easy to extremely demanding on the old reflexes, but for all its toughness, ESWAT remains highly addictive - so addictive you'll want another go when you finally complete the entire game, and that should take quite some time!



PAUL RAND



RATINGS

GRAPHICS 94%
First-rate sprites and equally impressive backdrops, all tastefully coloured and well-animated.

SOUND 92%
Stunning tunes, and some marvellous speech and spot effects.

VALUE 93%
You certainly get lots of game for your cash.

PLAYABILITY 93%
Easy to get into, but extremely difficult to complete.

OVERALL 93%
Who says being a copper isn't fun? It is when you're an ESWAT rozzer!

THUNDERFORCE III

MEGADRIVE

Interstellar war - it's a game innit? Well, it is in Thunderforce III, Tecno Soft's sequel to the Megadrive's first quality shoot 'em up.

This time you have to pilot your Thunderforce fighter across the surfaces of six besieged planets, wiping out the occupying forces of alien ships and mutant life-forms. At the heart of every planet is a spectacular super-mutie boss, which puts up a hell of a fight before it self-destructs and you can progress to another, more difficult planet.

The ship comes with a four-speed gearbox (to increase your manoeuvring velocity) and two switchable weapon systems as standard - a forward-firing twin laser cannon, and a front-and-back blaster. Zap any passing supply ships and you can boost your deadliness with air-to-ground rockets, homing missiles, wide-range wave shots or Lancer or Sever death-beams. Extra ship protection comes in the form of force shields or spinning, firing drone ships.

Anyone who has played Thunderforce II will find most of the gameplay pretty familiar, though for some reason (possibly to release cartridge memory space for all those extra graphics) Tecno Soft haven't put any overhead-scrolling sections in the sequel. But hey, don't be blue, because there's quite enough action in the six sideways-scrolling levels to keep most players occupied.

The game plays much harder than the original too. What with monstrous snakes springing out of the undergrowth or caverns suddenly closing in on your head, you've really got your hands full. There are three difficulty levels available on the options screen, appropriately labeled HARD, HARDER and MANIA, so unless you're a bit of a shooting nut you're going to need a lot of practice if you want to make any progress in the game at all. Luckily, you can choose your starting planet (except for the final one), so at least the novices can get a taste of the whole game.

Special mention must go to the game's amazing graphics, which have to rank as the best on any Megadrive game. How many levels of parallax do you like in your scrolling, sir? And how big and do you like your end of level bosses? And how many sprites on screen at once? Spectacular isn't the word...

PAUL GLANCEY

RATINGS

GRAPHICS 96%
Very impressive monsters and parallax-scrolling scenery fit to knock your eyeballs out.

SOUND 84%
Raucous sound effects, good music and a bit of incomprehensible speech.

VALUE 87%
One of the more expensive Megadrive titles, but worth the extra cash if shoot 'em ups are your thing.

PLAYABILITY 89%
Doesn't cater for novice blasters, but the three skill levels will give veterans a run for their money.

OVERALL 91%
A technically superb shoot 'em up. Not for the nervous, nor anyone with a heart complaint, though.

HIGHS

Here's the definitive guide to the top console scores - the Official UK Console Highscore Table courtesy of Computer and Video Games magazine. All scores are passed by our panel of experts - if you're a wiz with a control pad, and have racked up a record score, why not send it in? The address is OFFICIAL UK HIGHSCORES, C+VG (CONSOLES BOOK) PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

AFTERBURNER
17,649,850 Mark Granados, Battersea, London
ALTERED BEAST
2,209,900 Joel Cullen, Hants
COLUMNS
11,120,300 Julian Rignall, C+VG
DJ BOY
1,908,800 Dominic Smith, Thorpe Bay, Southend
FINAL BLOW
2,921,565 Bryan Bundred, Basildon, Essex
FORGOTTEN WORLDS
1,720,200 Richard Cameron, Edinburgh, Scotland
GHOULS AND GHOSTS
362,900 Paul Bristow, Erith, Kent
GOLDEN AXE
401.5 Gavin Walmsley, Harlow, Essex
NEW ZEALAND STORY
413,070 Dominic Smith, Thorpe Bay, Southend
RAMBO III
1,277,350 Jason Weir, Wisbech, Cambs
SPACE HARRIER II
26,510,700 Christopher Giles, Ashford, Kent
SUPER HANG-ON
Beginner: 51,355,300 Barry Duffin, Retford, Notts
Junior: 36,177,880 Glen Williams, London
Senior: 31,627,340 Paul Stokes, Aberdare, Wales
Expert: 80,821,640 Martin Westwood, Kingsteighton, S.Devon
SUPER SHINOBI
3,324,100 Daniel Curley, Manchester
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
THUNDERFORCE III
1,134,510 Ian Woodley, Redditch, Worcs
ZOOM
104,880 Paul Stokes, Aberdare, Wales

ACTION FIGHTER
1,650,525 Michael O'Neill, Consett, Co.Durham
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALIEN SYNDROME
212,600 Martin Kennedy Dempsey, Darlington, Co.Durham
ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex
AMERICAN PRO FOOTBALL
111-0 Alan McPherson, Giffnock, Glasgow
ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,116,700 M G Baker, E Grunstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 87,520 Hywel Davies, Maehen, Gwent
FOOTBAG: 187,840 James May, Birchington, Kent
SURFING: 9.8 Robert Wigston, Lanarkshire, Scotland
SKATING: 5180 Robert Wigston, Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotland
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
217,600 Kai-Ling Ho, Stanford-Le-Hope, Essex
DOUBLE DRAGON
1,026,660 Andrew Jackson, Jarrow, Tyne & Wear
DYNAMITE DUX
765,290 Robert Wigston, Lanarkshire, Scotland
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GALAXY FORCE
427,400 Iain Gentry, Hillingdon, Middx
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GOLDEN AXE
225.0 Iain Gentry, Hillingdon, Middx
GHOST HOUSE
1,388,500 James Denham, London
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
70 Alan McPherson, Giffnock, Glasgow
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
14,978,820 Hywel Davies, Maehen, Gwent
OUT RUN
55,120,400 Richard Ellicot, NSW, Australia
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare

SCORES

PRO WRESTLING
555,200 Scott Wise, S.London
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
95,350 David Barnes, Sawston, Cambridge
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend, Essex
RESCUE MISSION
574,000 Martin Fox, Beeston, Beds
R-TYPE
7,499,300 Hywel Davies, Maehen, Gwent
SAFARI HUNT
6,017,900 Gareth Clark, Banbury, Oxon
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks
THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
430,991 Mark Granados, Battersea, London
WORLD SOCCER
33-0 Peter Garnett, Knutsford, Cheshire
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad, Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
917,000 Tom Wennberg, Halmstad, Sweden
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
LIFE FORCE
686,730 Steffen Sletvold, Norway
MEGA MAN
1,101,600 Steffen Sletvold, Norway
OPERATION WOLF
1,046,650 Byron Chan, Singapore
PRO-AM RACING
305,692 M C Warlock, Plymouth
RUSH 'N' ATTACK
1,203,700 Paul Stokes, Aberdare, Wales
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Completed James Tillotson, Southwell, Notts
TOP GUN
175,000 M C Warlock, Plymouth

SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
9,691,500 Rex Helsingborg, Sweden
BLOODY WOLF
1,084,100 Satnam Bains, Southall, Middlesex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
227,250 Anthony Bird, Cheshire
ORDYNE
626,450 Bryan Servante, Stevenage, Herts
P-47
1,279,840 Danny Gleghorn, Worksop, Notts
POWERDRIFT
1,151,840 Stuart Archer, S.Godstone, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SHINOBI
280,600 Tim Morris, Stoke-On-Trent, Staffs
SIDEARMS
1,555,900 Julian Rignall, C+VG
SON SON II
846,990 Martin Harris, Burton-On-Trent, Staffs

DON DOKO DON

PC ENGINE

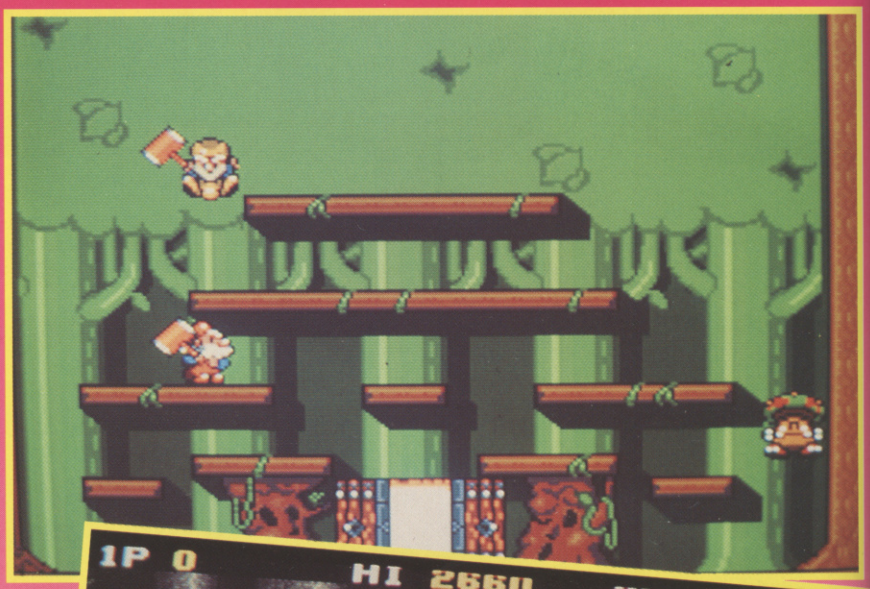
Everything's in a right sorry state. That bad dude, The Dark One, has only gone and stuffed the Princess in a magic jar and done a bunk. Not being too chuffed with this, her two hammer-wielding dwarf friends, Jim and Bob, have set out to travel across Marry Land's many wild and crazy platform-filled levels to rescue her.

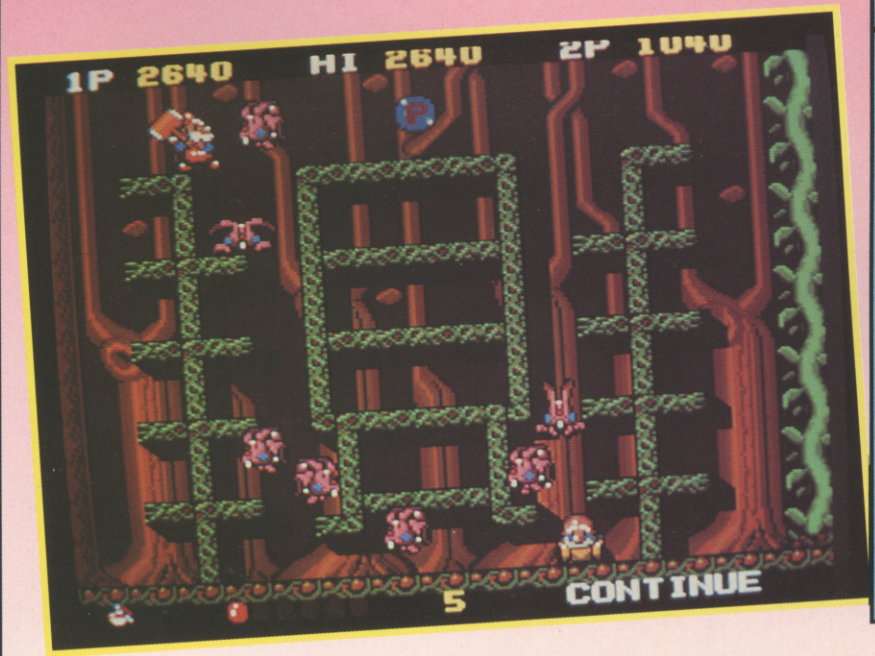
The Dark One's having none of it, however, and has unleashed his many minions upon the land to dispose of the dynamic duo. Pink psychedelic bunnies, fire-breathing mushrooms, and boomerang-lobbing pixies all stand in your way, but a quick bosh over the nut knocks them cold. Then just pick them up, and smash 'em against the nearest solid object, to turr them into juicy bonus fruit!

Potions, power-ups and secret rooms are scattered about, and at the end of every level lurks an giant beastie. Knock this out and it's on to the next level. Fail, and the Princess suffers a fate worse than watching Home and Away.

It may look and sound like some sort of acid-induced nightmare, but Don Doko Don is one of the most playable games I've seen in yonks. The graphics are great - the monsters are so cute you want to pick them up and cuddle them to bits - and all the squeaks and pings fit the bill perfectly. One of the best platform games going, and definitely one to put on your shopping list.

ROBERT SWAN





RATINGS

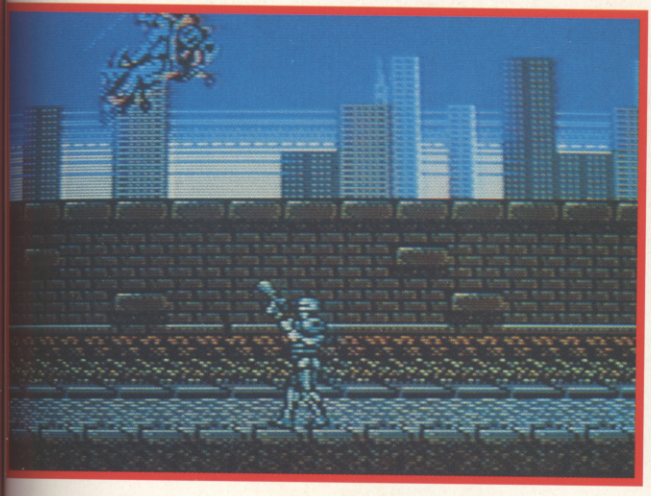
GRAPHICS 93%
Sweeter than Mom's apple pie, and bright and colourful to boot.

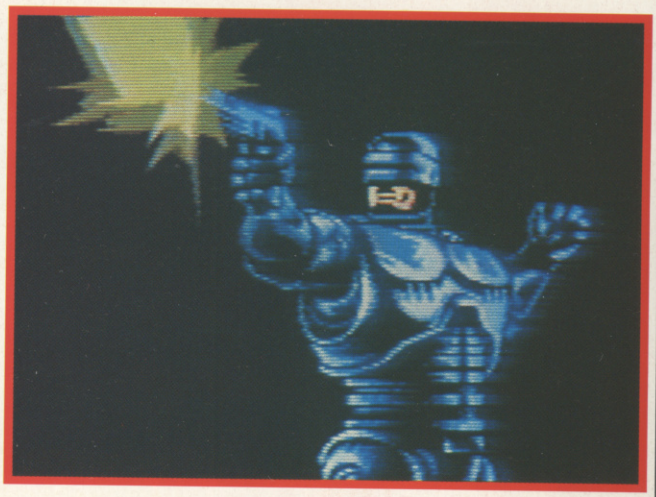
SOUND 92%
A delightful little ditty, along with more pings and squeaks than you could shake a stick at.

VALUE 93%
Loads of hilarious madcap fun to keep you going for ages.

PLAYABILITY 95%
Tough, challenging, entertaining and a lorra lorra laffs.

OVERALL 94%
A brilliant game that's easy to get into, fun to play, and very addictive.





ROBOCOP

NINTENDO

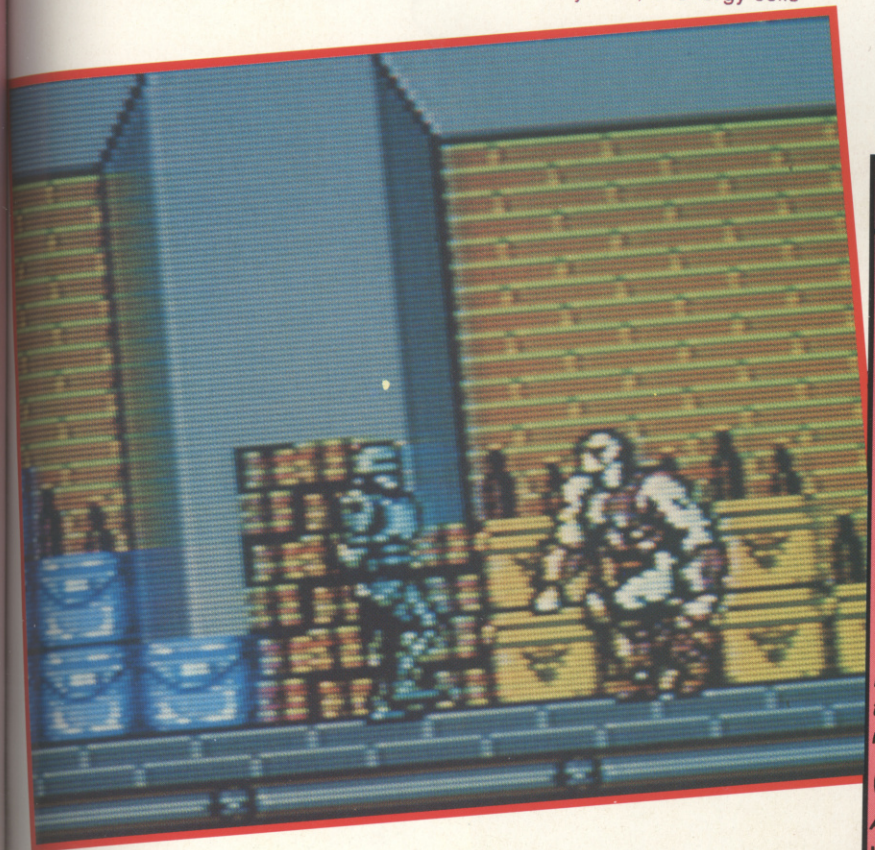
He's big, he's mean, he's got a suit of titanium-coated armour, a punch like a sledgehammer and a b-i-i-g gun. Almost two years since his first appearance, Robocop now blasts his way onto the Nintendo, in order to hunt down Clarence Boddicker and his cronies, and wipe out crime from the face of Old Detroit.

Robo has to punch and shoot his way through the city to the massive can be replenished by collecting jars of baby food which appear at various points. Knocking out certain thugs also OCP building in order to bring Dick Jones (the corrupt OCP Vice-President) to justice. Along the way Robo has to deal with hoodlums, thugs with guns, ninja, dogs, even his arch-nemesis ED-209!

Contact with one of these or their bullets knocks down your power. This leaves baby food, or energy cells which increase your time - yep, it's all against the clock! Succeed, and Old Detroit will be safe again. Fail, and you're scrap iron.

In theory, Nintendo Robocop could have been far better than the rather dull computer versions. In fact, it's that much worse. Repetitive and monotonous gameplay (broken occasionally by an over-difficult target practice round), matched with so-so graphics and sound makes this a bit of a disappointment. It's not good or bad, just average. A pity, considering what could have been done.

ROBERT SWAN



RATINGS

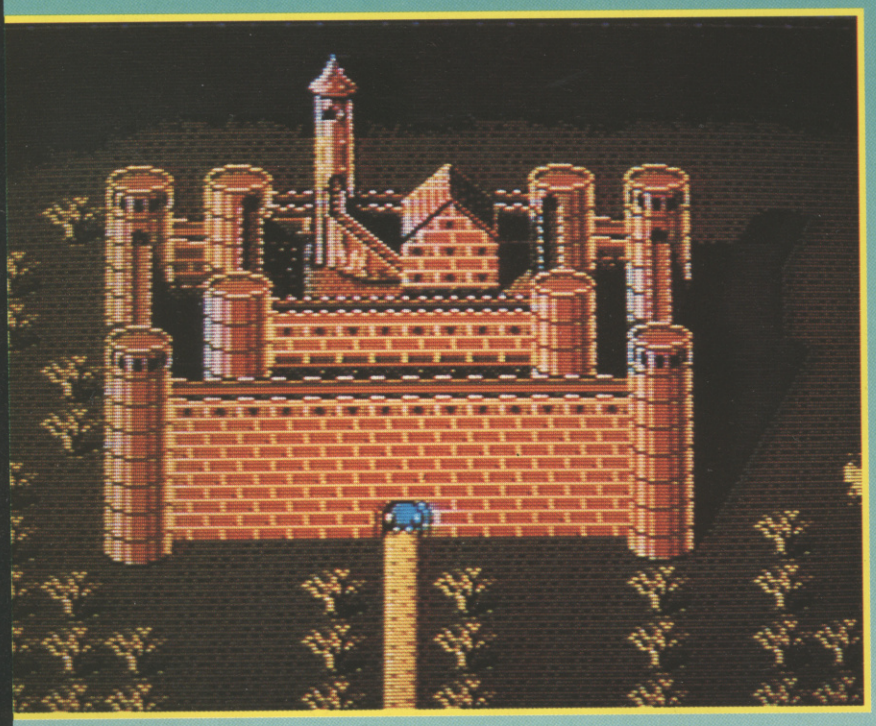
GRAPHICS 64%
Dull, flat, jerky sprites and mediocre backdrops - the poor animation makes Robocop look like he's moonwalking at one stage!

SOUND 60%
A flat rendition of the title music, coupled with basic spot effects.

VALUE 59%
Not enough things to do make this rather poor value for money.

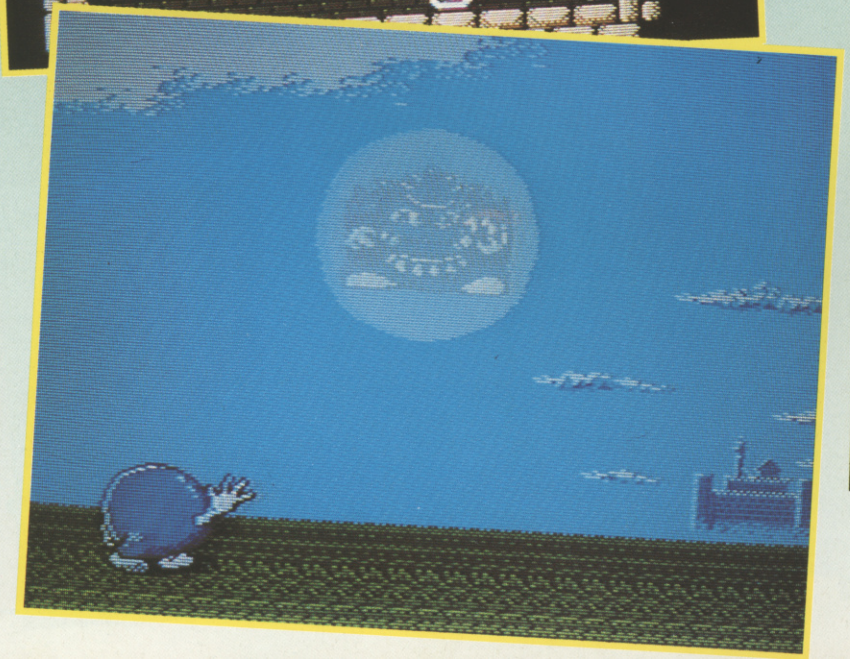
PLAYABILITY 60%
Lots of killing and punching, but ultimately boring due to its repetitive nature.

OVERALL 61%
A rather bland beat 'em up, which will only appeal to avid Robocop fans.



ADVENTURES OF LOLO

NINTENDO



Deranged demons do some pretty strange things at times. Take the demons of the Evil Empire, for example. They didn't have much on their hands, so they decided to kidnap a cute little blob called Princess Lala straight from the amorous clutches of her boyfriend, Lolo.

As you might expect, Lolo was a bit peeved at this, and so decided to check out the castle of the Evil Empire, rescue his princess and give the demons something to think about at the same time...

However, when Lolo actually arrived at the castle, he realised that he'd have to deal with room upon room of devious puzzles before reaching his sweetheart. For each room he'd have to collect some hearts (which incidentally endow him with super powers), wake up the blob-hating inhabitants and collect a special pearl that would open the door to the next room.

The first few rooms in this brain-boggling game are a doddle to complete, but from then on the puzzles just get harder and harder with increasingly vicious monsters just waiting to make a blob sandwich!

The simplistic graphics may be a bit off-putting, but rest assured, for the gallons of gameplay squeezed into this cart make it one of those puzzlers that'll grab you by the short and curlies and won't let go for a rather long time.

RICHARD LEADBETTER

RATINGS

GRAPHICS 69%
Pretty basic, but what's there is well animated and quite colourful.

SOUND 70%
Jolly 'n' tuneful.

VALUE 84%
Literally months of rewarding puzzling packed into this one.

PLAYABILITY 86%
Glitch-free gameplay - and very enjoyable it is too.

OVERALL 82%
A decent brain-teaser that no self respecting puzzler should be without.

RATINGS

GRAPHICS 83%
A very attractive game - loads of well-drawn sprites and a wide variety of colourful backdrops.

SOUND 79%
Plenty of tunes and decent effects.

VALUE 81%
There s a great deal of game here for your money, and the action's varied enough to keep you coming back for more.

PLAYABILITY 80%
A novel control method to be mastered, but be warned - this game is tough!

OVERALL 81%
An enjoyable platform-and-ladders romp, but the high difficulty setting may put a lot of punters off.

BIONIC COMMANDO

NINTENDO

Oh no! Whilst out on a secret mission of truly terrifying proportions, Super Joe (of Commando fame) has gone out and got himself captured. This can only mean one thing (cue drum roll) - the Bionic Commando must be called in to save the day!

The only problem is that Super Joe is being held miles behind enemy lines, so any conventional rescue attempt would be useless. To help you with your effort, you've been provided with plenty of secret agents to contact, and a shiny chopper to get you from A to B.

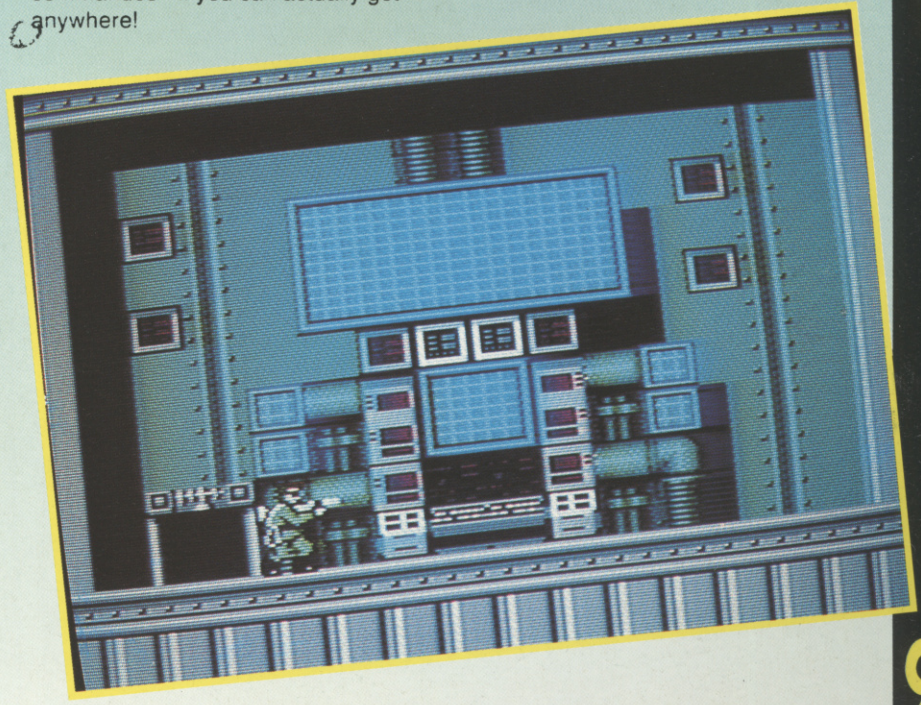
You must take on the mantle of the Bionic Commando and raid various zones in search of Super Joe. With the aid of your bionic arm (a sort of electronic Spiderman web-slinger), you must search for the not-so-Super Joe through levels of eight way scrolling platform mayhem, blasting everything in your path.

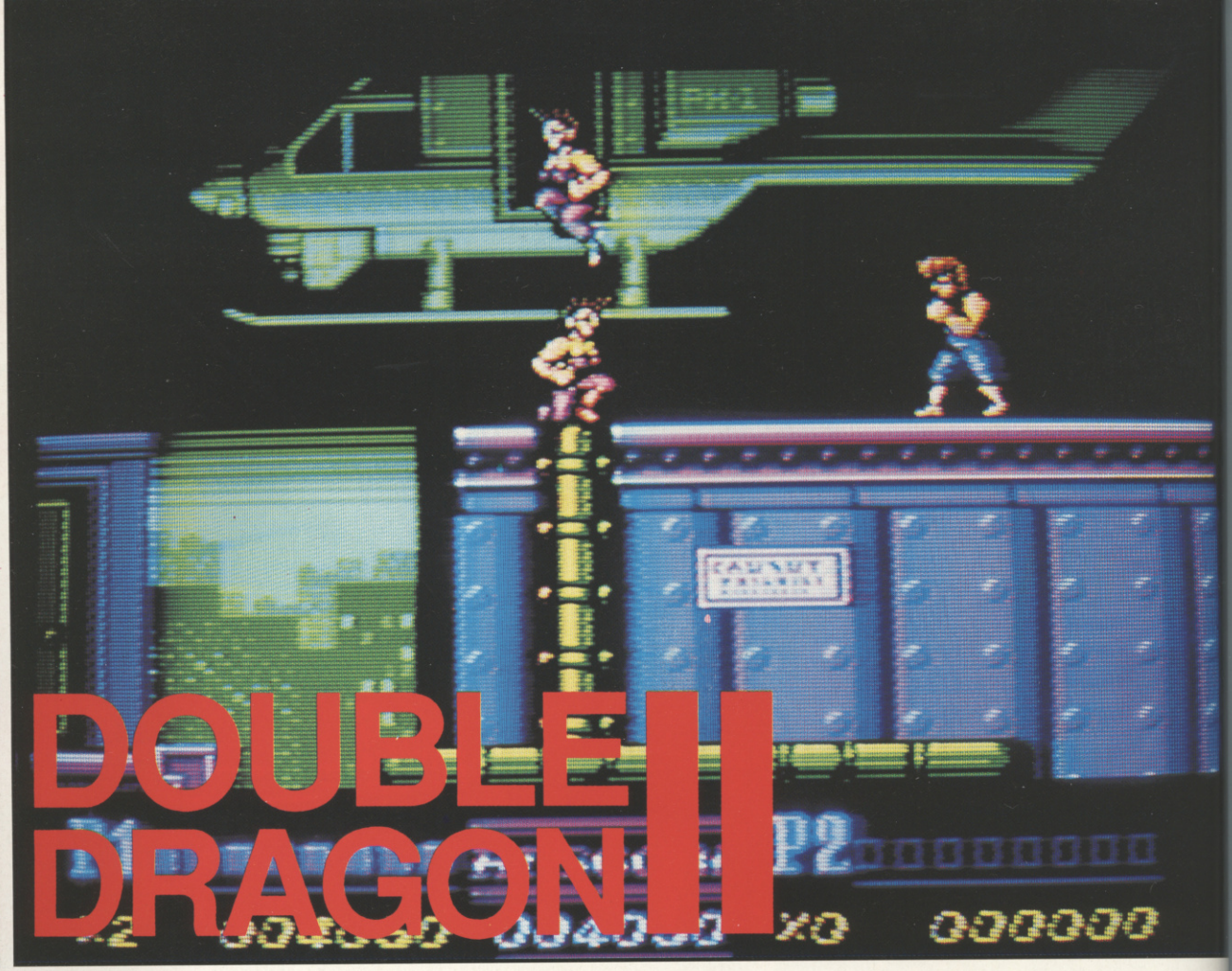
This part of the game is pretty much the same as the coin-op, but the actual quest itself is slightly different. This cart injects some much-needed strategy into the format through having to work out all the clues and avoid roaming enemy patrols.

Contact with one of these results in a vertically scrolling shoot-out in the Ikari Warriors mould. All this and more lies in wait for the hardiest of bionic commandos - if you can actually get anywhere!

Although the visuals are fine, and the bionic arm is a joy to use, the difficulty level is just a few notches too high. Persevere for a while, and you'll find there's plenty to see and do in this creditable conversion.

RICHARD LEADBETTER





NINTENDO

Billy and Jimmy Lee, the Double Dragons, are back - and what a timely return! The bad guys have murdered Marian, Billy's girlfriend! So it's time to head out onto the streets once more, and dish out some serious violence to some deserving thug.

As well as using the normal beat 'em up moves (punch, jump, kick), the Lee brothers have also mastered the devastating Cyclone Spin Kick, which is enough to stop any foe - dead. Billy and Lee have to make their way through New York to the heliport, and from there to the bad guys' island hideaway to wipe out the boss of the organization.

It's all standard fare, but there's something about Double Dragon II that makes it stand out a bit more from your every day beat 'em up. The additional moves, plus being able to use the enemies' weapons is all good fun, and the two-player option adds even more to the game.

The graphics are nice, in a chunky sort of way, and the backdrops are nicely detailed. The sound is better than the usual "thuds" and "oof" noises for a game of this type, but the tunes are a bit flat. The game's quite easy to start with, but before you know it, you're having to fight like fury to stay alive, but the level of difficulty is such that it's not overly impossible to get further into it. If you like a good hard thump 'em game, you could do a heck of a lot worse than this.

ROBERT SWAN

RATINGS

GRAPHICS 79%
The blocky but nicely detailed sprites are flickery in places, and the backgrounds are great.

SOUND 78%
Thumps and groans, accompanied by a few nice little ditties.

VALUE 81%
Easy to play, lots of fumpin' fun, and good value for money.

PLAYABILITY 86%
Quite addictive, but a bit easy to start with. Gets progressively more difficult - but not so as to drive you away.

OVERALL 84%
A good conversion of the coin-op, and a beat 'em up that will have you playing it until you beat it.

CONSOLE SUPPLIES

13 SPENCER ROAD, ILFORD, ESSEX IG3 8PW
TEL: 081-597 0500 FAX: 081-598 1791

PC ENGINE

PC ENGINE (incl. 1 game)	£165.00
PC ENGINE SCART (incl. 1 game)	£155.00
PC ENGINE SUPER GRAFX	£299.00
CD ROM UNIT (iincl. 1 game)	£325.00
JOYSTICK XE-1ST	£39.99
JOYSTICK XE-1PRO	£69.99
5-PLAYER ADAPTOR	£19.99
HEAVY UNIT	£32.90
KNIGHT RIDER SPECIAL	£32.90
F-1 TRIPLE BATTLE	£32.90
BULL FIGHT	£29.90
ENERGYMAN	£27.90
CHASE HQ	£34.95
SUPER VOLLEYBALL	£34.95
GUN HEAD	£29.00
SIDE ARMS	£29.00
BLOODY WOLF	£29.00
F-1 PILOT	£29.00
ORDYNE	£29.00
VICTORY RUN	£22.90
GALAGA 88	£22.90
SIDE ARMS (CD-ROM)	£33.90
MONSTER LAIR (CD-ROM)	£33.90
ALTERED BEAST (CD-ROM)	£33.90
GUNHEAD II	£32.95
NINJA SPIRITS	£32.95
RASTAN II	£32.95
SUPER FOOLISH MAN	£32.95
POWER DRIFT	£32.95
BARUMBA	£32.95
IMAGE FIGHT	Ring
ARMED F	£32.95
DOWN LOAD	£32.95
CYBERCORE	£32.95
OPERATION WOLF	Ring
AFTERBURNER	Ring

NEO GEO

NEO GEO plus joystick	£350.00
MAGICIAN LORD	£185.00
BASEBALL Stars	£185.00
TOP PLAYERS GOLF	£185.00
NAM 1975	£185.00
CYBER LIP	£185.00
RIDING HERO	£185.00
NINJA COMBAT	£185.00

ATARI LYNX

ATARI LYNX	£165.00
CHIPS CHALLENGE	£21.00
GATES OF ZENDOCON	£21.00
BLUE LIGHTNING	£21.00
ELECTROCOP	£21.00
GAUNTLET III	£21.00
RAMPAGE	£21.00

GAMEBOY

GAMEBOY SYSTEM	£85.00
GAMEBOY (incl. TETRIS)	£109.90
MAINS POWER SUPPLY	£14.95
BASEBALL	£25.90
BEACH VOLLEYBALL	£25.90
GOLF	£25.90
TENNIS	£25.90
MOTOCROSS	£25.90
PINBALL	£25.90
SUPER MARIOLAND	£25.90
SOKOBAN	£25.90
SHANGHAI	£25.90
ALLEYWAY	£25.90
HYPER LOADRUNNER	£25.90
CASTLEVANIA	£25.90
PINBALL	£25.90
MASTER KARATEKA	£26.90

SEGA MEGADRIVE

SEGA MEGADRIVE PAL plus free game	£170
SEGA MEGADRIVE SCART plus free game	£165
SEGA JOYPAD	£14.95
ALEX KIDD	£24.90
ALTERED BEAST	£27.90
SPACE HARRIER II	£29.90
THUNDERFORCE II	£32.90
WORLD CUP SOCCER	£32.90
GOLF	£32.90
GHOULS 'N' GHOSTS	£34.90
RAMBO III	£32.90
LAST BATTLE	£32.90
SUPER HANG ON	£32.90
TATSUJIN	£32.90
GOLDEN AXE	£33.90
FINAL BLOW	£33.90
NEW ZEALAND STORY	£32.90
E.SWAT	£32.90
DJ BOY	£29.00
WHIP RUSH	£29.00
THUNDERFORCE III	£32.90
HURRICANE	£32.90
BATMAN	£33.90
SUPER MONACO GP	£33.90
INSECTOR X	£33.90
GHOSTBUSTERS	£32.90
PHELIOUS	£32.90
HELLFIRE	£32.90
MOONWALKER	£32.90
HARD DRIVIN	RING
SPIDERMAN	£34.90
CYBERBALL	£33.90
DICK TRACY	RING
MICKEY MOUSE	RING
F-15 STRIKE EAGLE	RING
PAPERBOY	RING
TARGET EARTH	£33.90
PHANTASY STAR II	£42.90
PHANTASY STAR III	RING

CREDIT CARD ORDERLINE 081-597 0500

To order either call the orderline above with your details of make a cheque or P.O. payable to:
CONSOLE SUPPLIES and send it with your order form to the above address.
RING NOW FOR COMPLETE PRICE LIST
All items full 1-year guarantee

MAIL ORDER ONLY

ORDER FORM

TITLE	
TOTAL	

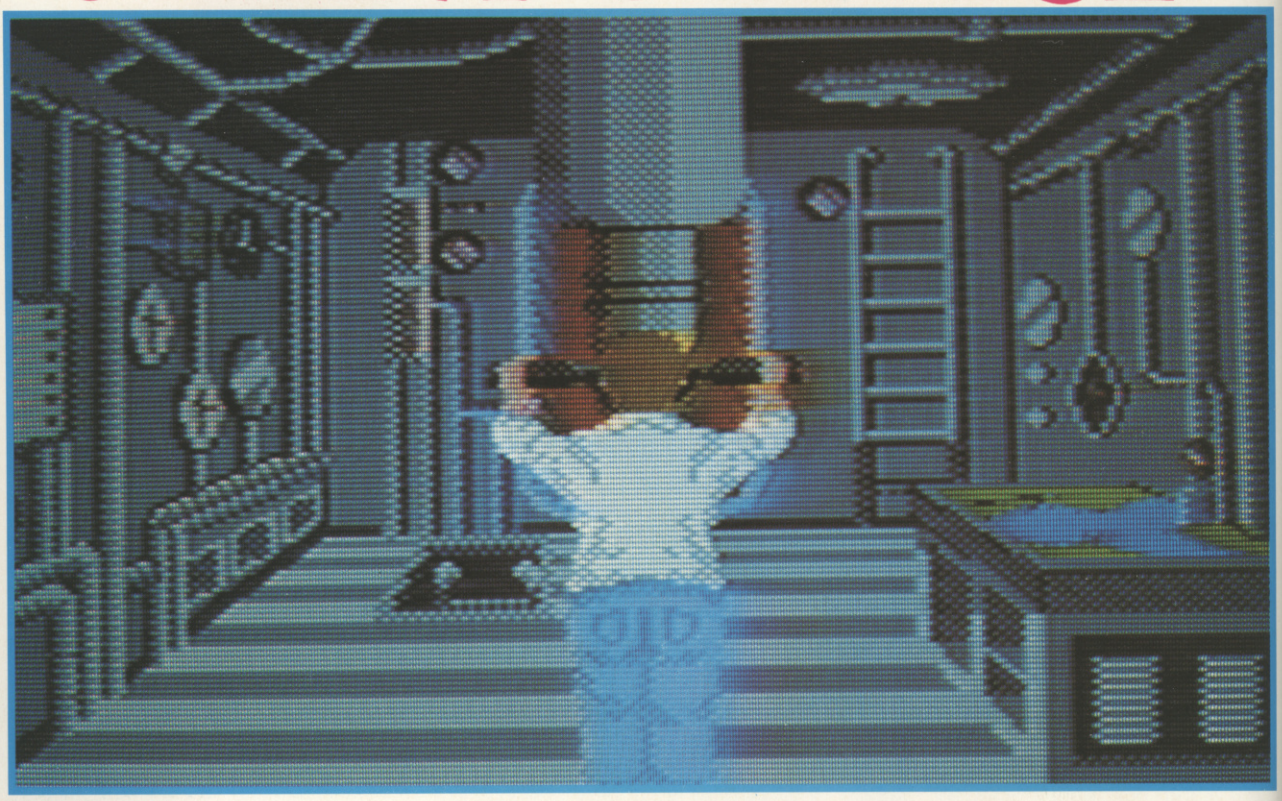
NAME_____
ADDRESS_____

Postcode_____ Tel:_____
I enclose cheque/P.O. for £ _____
or charge Access/Visa No:

Expiry date_____ Signature_____

ALL PRICES INCLUDE VAT AND DELIVERY

SILENT SERVICE



NINTENDO

The work of the submariner in time of conflict is a dangerous one, calling on all reserves of skill, bravery and endurance. Just imagine being stuck slap-bang in the middle of a convoy of Japanese destroyers, your batteries are running low and your supply of torpedoes even lower. You can't surface - they'll spot you and send you straight to the bottom of the sea. What should you do? What CAN you do? That's something you won't have to worry about when you play Silent Service because, should you die, you can always have another go!

You can pit your wits against a number of top-class opposition throughout various episodes of the Pacific conflict. Unlike the Microprose computer game from which this cart has been converted, all of your actions are icon-driven - just place the cursor and press the button. Difficulty depends on how tough an enemy you wish to take on, and there's certainly a long list of adversaries to tackle, each one simply aching to turn your brand new sub into more work for the salvage operators!

When I heard that Silent Service was to be converted to the NES, I couldn't see how it would work, what with all the various keypresses necessary in the home computer version. Now I've played it, and it's even better than the original! All the icons are easily accessible very quickly, which is very important when you're surrounded by bloodthirsty Jap gunboats, and all the computer game's features, such as the ability to check gauges, access the periscope etc, have been faithfully reproduced. Graphics are of a particularly high standard for a game of this type, and sound creates the required atmosphere. For the first "real" simulation to appear on any console, Silent Service is a more than worthy effort, boding well for future games of the genre.

PAUL RAND

RATINGS

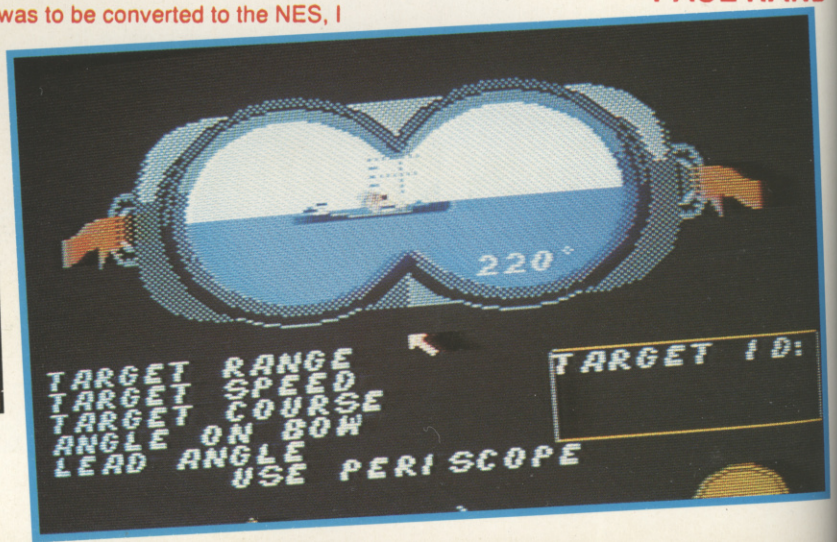
GRAPHICS 87%
Nothing complex, but suitable to create the desired effect.

SOUND 78%
Again, not outstanding, but the effects enhance the overall atmosphere.

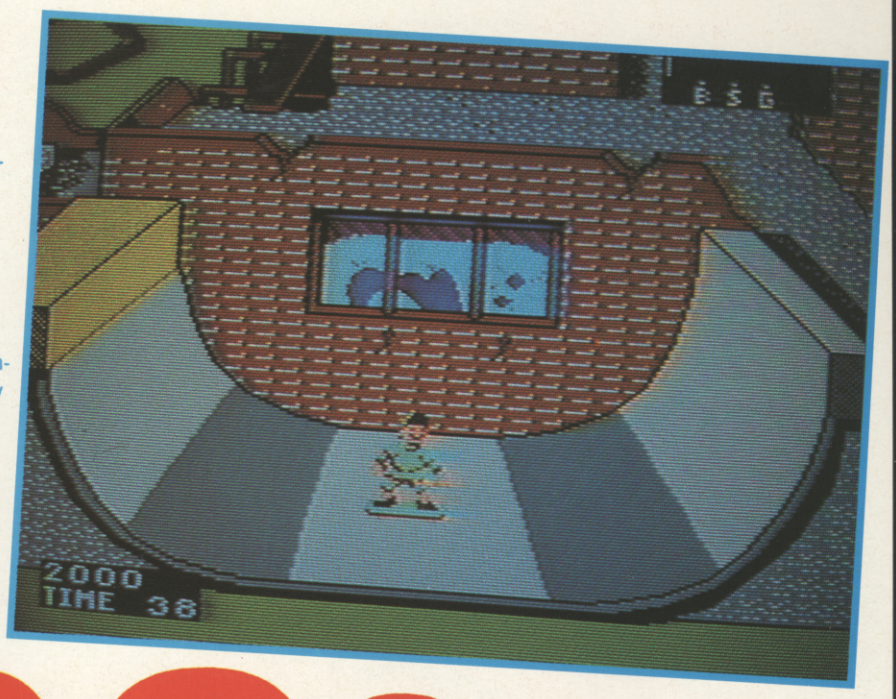
VALUE 88%
If you're a simulation fan you won't want to miss out on this one.

PLAYABILITY 86%
The simple icon system makes playing a dream.

OVERALL 87%
A watertight sub simulation that provides plenty of thrills and spills.



NINTENDO



720°

Atari's 720 brought the art of skateboarding to every corner of the globe, and pulled no punches in bringing just about anything you can do on a skateboard (oo-err) to the screen - and this NES version looks set to do the same.

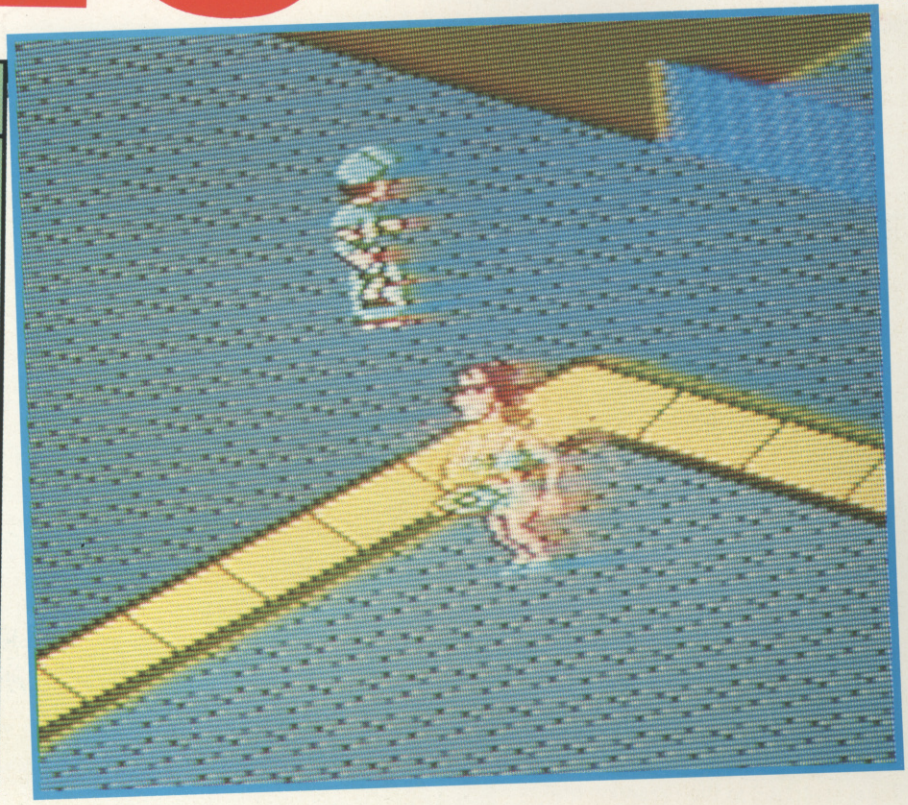
The object's pretty simple. Earn money by competing in the four happenin' events - Half Pipe, Jump, Downhill and the Slalom. Win the necessary wonga to equip yourself with new boards and safety gear to improve your abilities to "catch the air", and master the most difficult move of all - the awesome 720.

Extra points can be earned between events by practicing stunts and decking the skatepark residents by smashing the board in their faces. Pretty nasty, eh? That's nothing to what they can do to you!

Plenty of flipping, twisting and various other aerial antics have been crammed into this NES cart. The game's easy to get into and all the stunts are depicted with smooth, colourful sprites. But the playability's the thing and Nintendo 720 doesn't disappoint one little bit.

A slick conversion that more than makes up for the laughable Paperboy.

RICHARD LEADBETTER



RATINGS

GRAPHICS 82%
Sprites score well in the definition department, complimented with decent backdrops and very smooth scrolling.

SOUND 81%
Thumpin' soundtrack adds atmosphere to the thrashin'.

VALUE 83%
Plenty of rounds and classes to conquer - that skateboard park just gets tougher and tougher!

PLAYABILITY 85%
Exciting skating action from the word go - addiction guaranteed.

OVERALL 84%
Yo! Get your Bermuda shorts on, and seek out this def conversion!

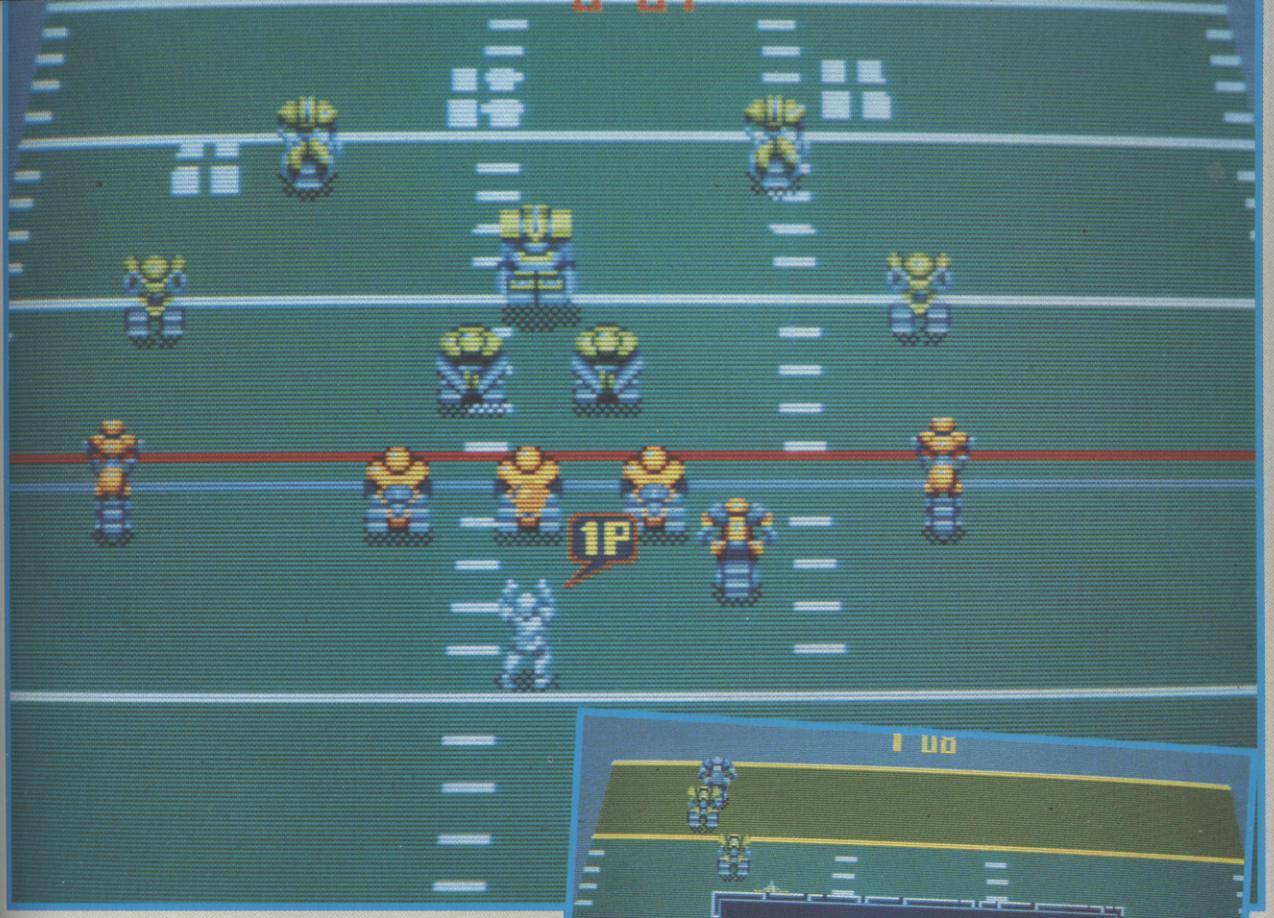
CYBERB

MEGADRIVE

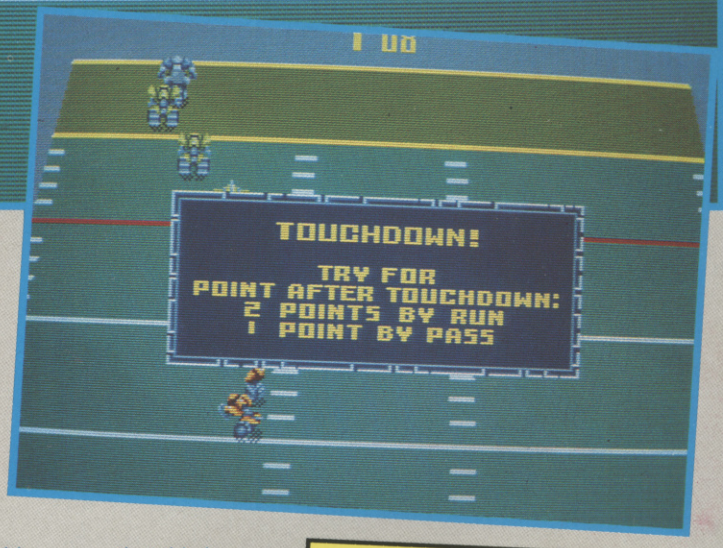
The time: the early 21st century. American football, as we know it, is no longer played by humans. Now it's played by hulking great 20 foot high armoured robots! One or two players control the teams, selecting tactics from over 100 different plays.

The object of the game is simply to get the ball over the opposition's goal line. Problem is, the ball is now a steel bomb, and as soon as the first pass is played, the timer starts ticking. You get four attempts to carry the ball 10 yards up the pitch. If you're successful, the timer is reset. If not, the ball explodes (taking the possessing robot with it), and the opposition gets control.

With offensive play, you only control the quarterback, until you pass the ball to another robot. At this point, control is switched to the receiving ma-



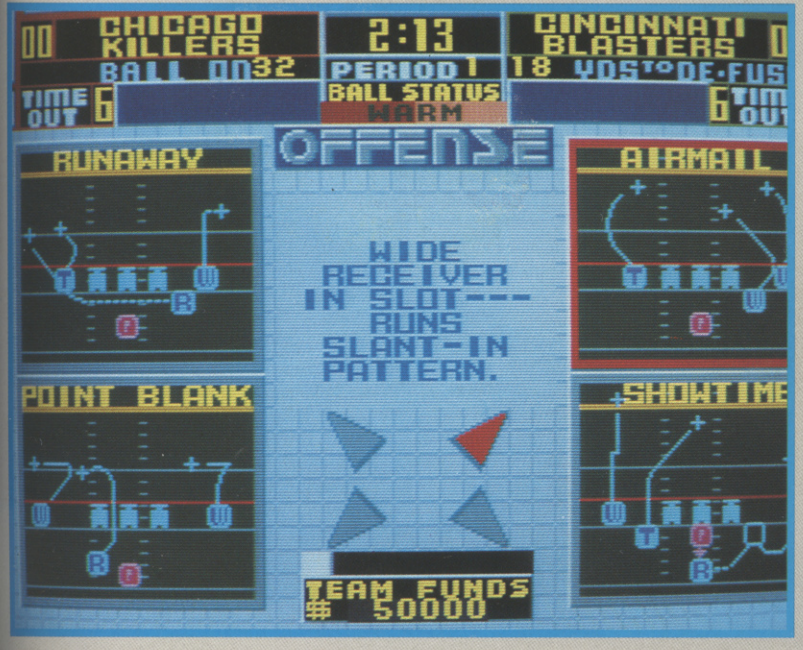
BALL



chine (unless the ball is intercepted). Defensive play involves selecting one machine in an attempt to stop the other team in their tracks.

Cyberball is remarkably faithful to its coin-op parent. The graphics and sound are almost identical, and the gameplay mimics the arcade machine perfectly. The enormous amount of plays available means that this is a game which can be played again and again, and without the hassle of poking 10 pees into a slot. If you love American Football, or are a fan of arcade Cyberball, you'll go absolutely nuts over this. Highly recommended.

ROBERT SWAN



RATINGS

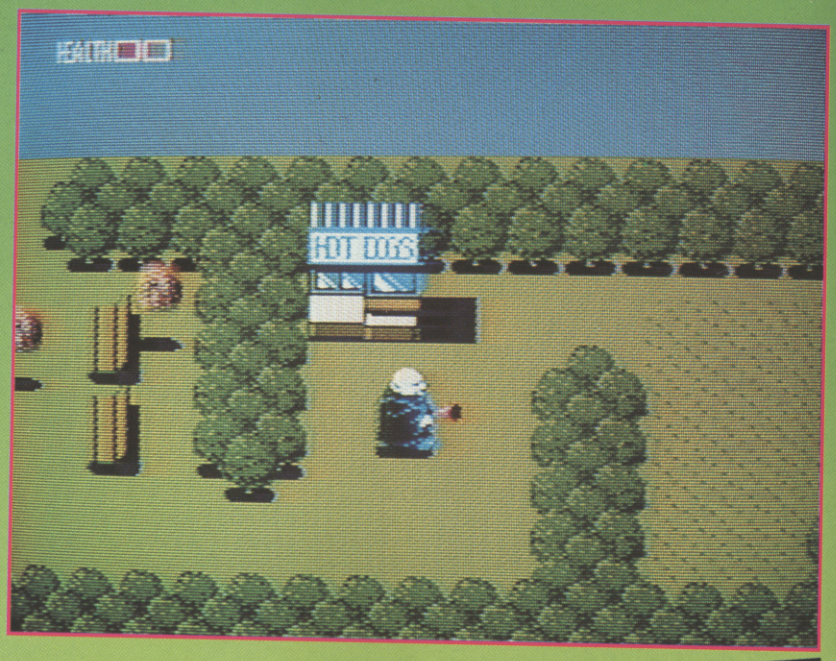
GRAPHICS 90%
Highly detailed, loads of colour, and as close to the coin-op as you could get.

SOUND 86%
Nice tunes and speech, and a panic-inducing "thump-thump" that speeds up as the ball gets hotter.

VALUE 90%
Over a hundred different plays, and a highly competitive nature makes this extremely addictive.

PLAYABILITY 88%
Not easy to get into, but perseverance reaps its own rewards.

OVERALL 89%
A highly polished, highly charged conversion of a ripping coin-op. Fans of the game should obtain it at the first opportunity.



FESTER'S QUEST

NINTENDO

You've heard of The Addams Family - the 60s cult sitcom about a bunch of creepy monsters, alive and well and living in America (where else?). Not exactly the most inspirational TV programme on which to produce a computer game, but can Nintendo prove us wrong?

The impressive title sequence tells us the full story behind this game. Uncle Fester (for it is he) was just enjoying a quiet drink when across the horizon a strange alien craft suddenly appeared, beaming hostile creatures to the ground.

Fester's quest generally involves exploring the eight way scrolling landscape blasting aliens and finding new objects and weapons to carry out the job more effectively. Extras can be found in the remains of fallen aliens, including potions, TNT and keys (guess what they do).

The flickery graphics completely fail to capture any of the spooky atmosphere of the TV original, and the only link between this and the series is the main sprite and a few cameo screens - hardly the best use of the licence.

If you're after a decent arcade adventure, Zelda and Simon's Quest are far better games to buy.

RICHARD LEADBETTER

RATINGS

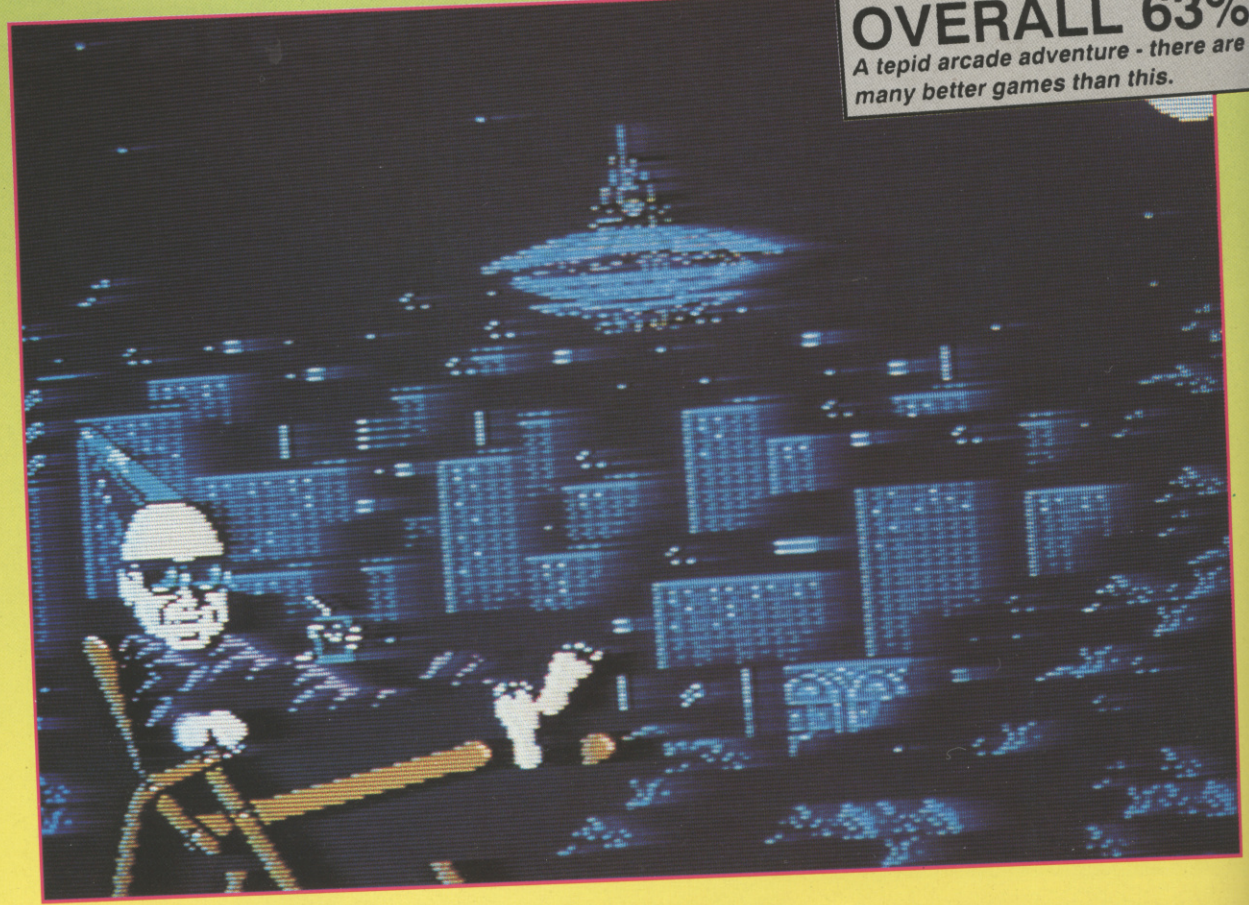
GRAPHICS 68%
Quite an impressive title sequence, let down by the flickery in-game sprites and uninspired backdrops.

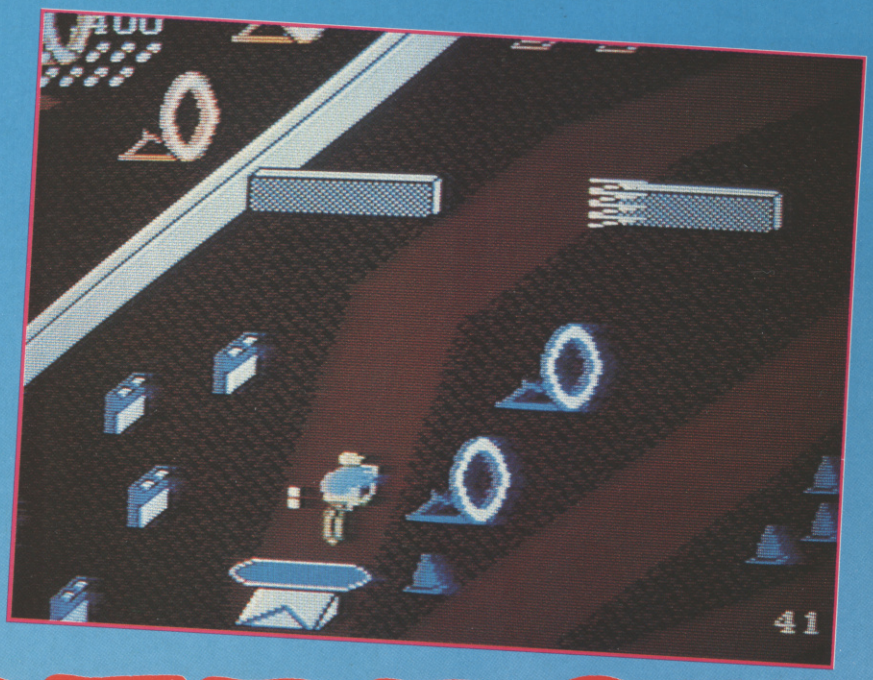
SOUND 73%
Reasonable tunes and effects.

VALUE 66%
Quite a large map to explore if you're willing to persevere with the slightly tedious gameplay.

PLAYABILITY 67%
Fairly easy to progress, but the constant baddie-blasting soon becomes a chore.

OVERALL 63%
A tepid arcade adventure - there are many better games than this.





As the blurb says "It's early morning and the birds are singing. That familiar 'TWAP!' could only mean one thing - the Paperboy is in town!". Indeed he is, and it's your job to deliver your daily round to every subscriber along your street.

As you may expect, things aren't quite as simple as they seem. Your seven days worth of paper-throwing mayhem just happen to include the likes of escaped convicts, skateboard fiends, workmen, motorcycles and even tornadoes! As you may expect, all have a particular deathwish against paperboys.

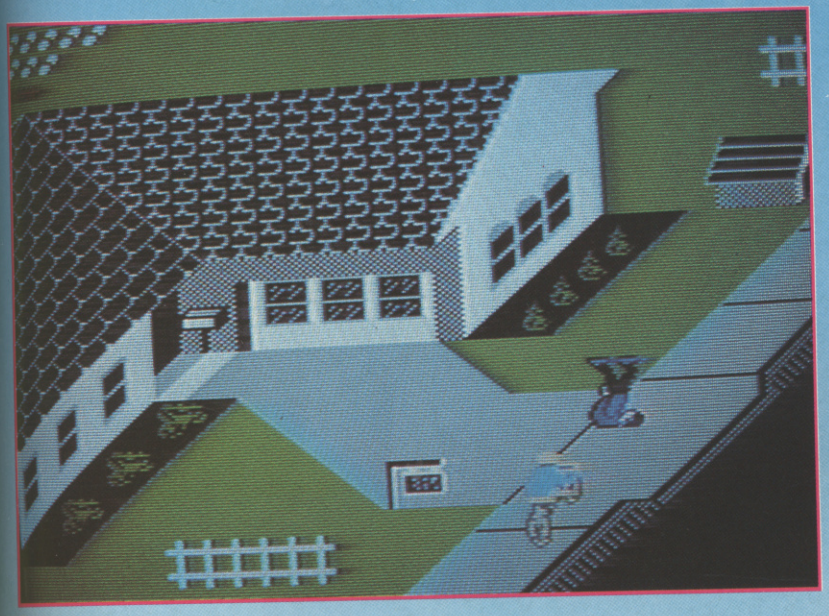
All the features of the arcade version appear to have been incorporated into this NES game, but unfortunately the game is let down by a number of faults in the gameplay department. The bike is so slow at changing direction that avoiding oncoming obstacles becomes Mission Impossible.

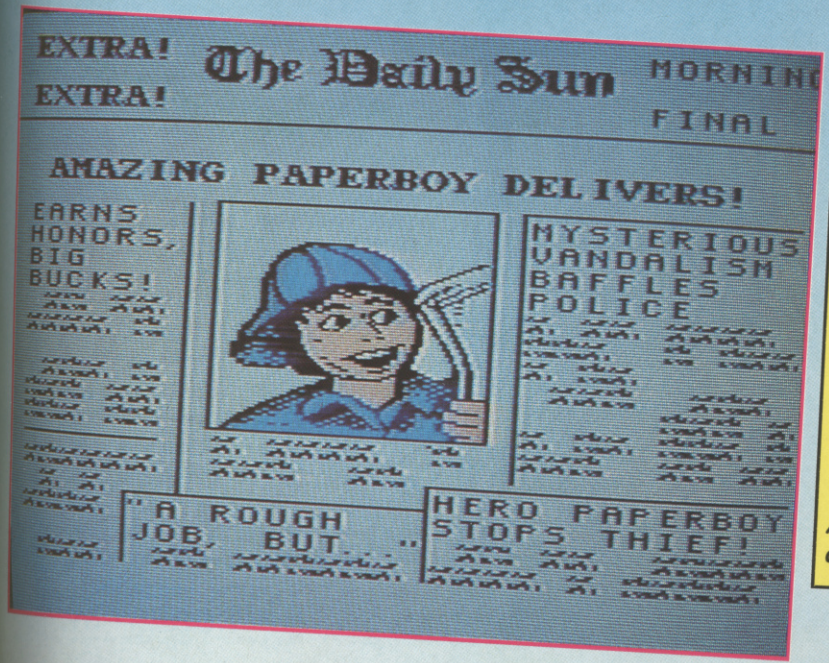
The graphics are a laughable parody of the arcade game and the robust playability of the original becomes a shambling mess. NES Paperboy is a definite miss and a great disappointment.

RICHARD LEADBETTER

NINTENDO

PAPERBOY





RATINGS

GRAPHICS 43%
Badly animated, deformed sprites cavort around blocky, poorly defined streets.

SOUND 46%
A mockery of the arcade soundtrack booms forlornly during play.

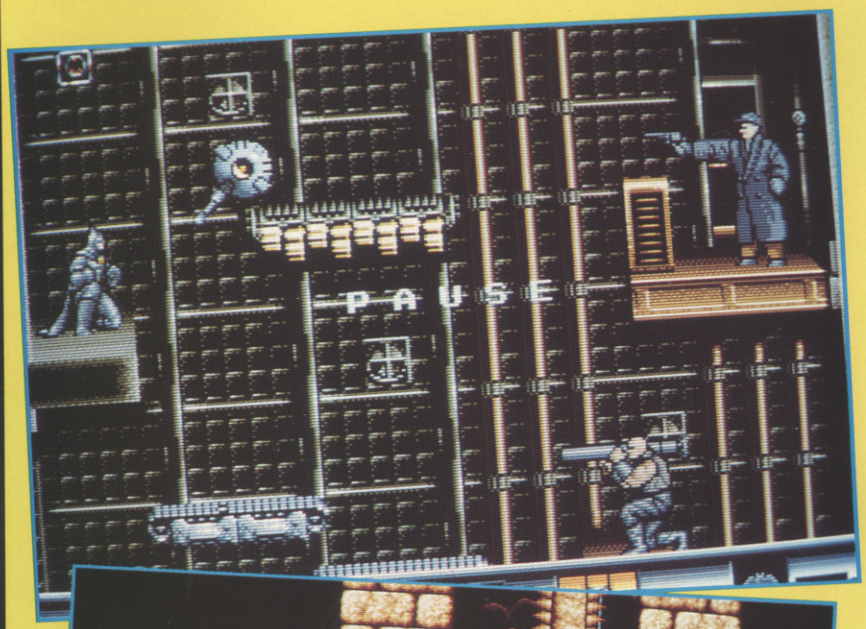
VALUE 44%
The choice of difficulty level has vanished in this conversion and there's not much variety between each level.

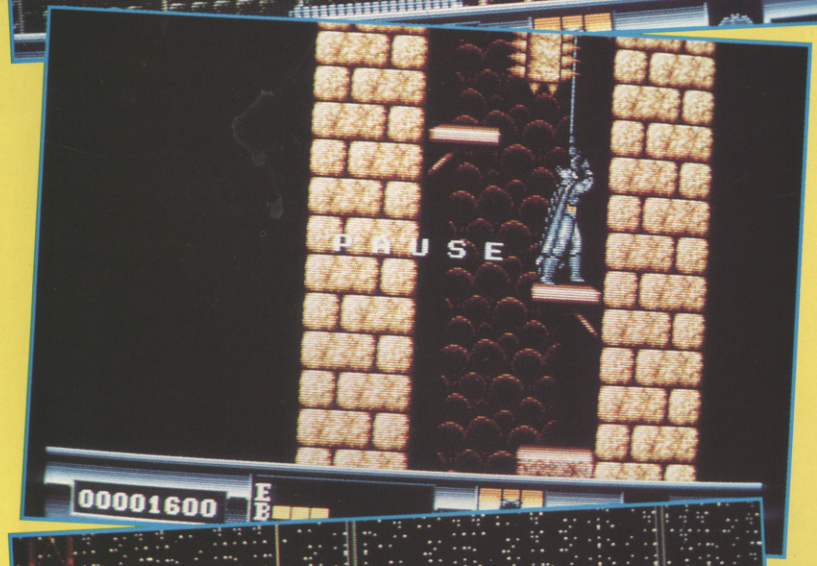
PLAYABILITY 42%
The collision detection is definitely a bit ropey, and the controls are very sluggish. Not the most welcoming of games.

OVERALL 51%
A sad interpretation of a classic coin-op. Leave well alone.

MEGADRIVE

BATM





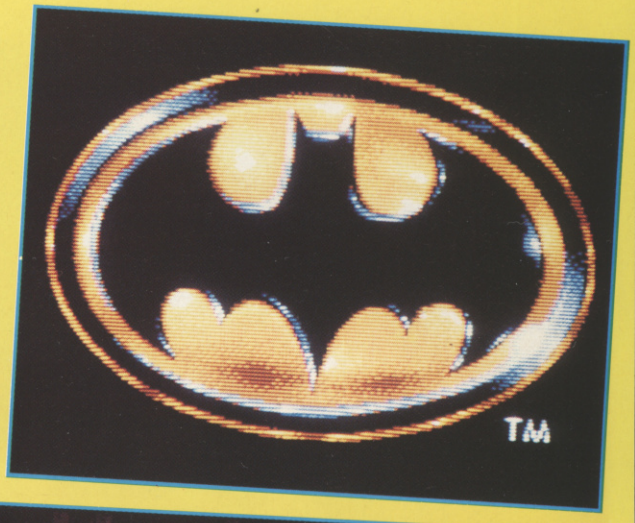
It's taken it's time, but at last Batman has appeared on the Megadrive. The Joker is terrorising Gotham City (what else is new?), and you, as the Dark Knight, must fight, drive and fly through five levels of non-stop action in order to defeat the crazed killer.

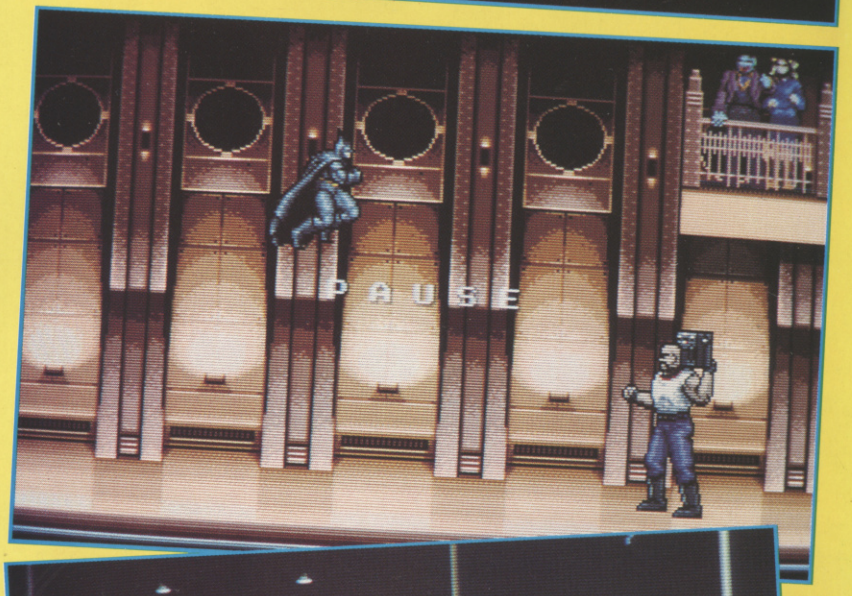
Once each stage is complete, you have to knock out an end-of-level guardian. This takes quite a bit of doing, but once defeated, it's on to the next round. If the Caped Crusader is hit by an enemy or weapon, energy is taken away from one of his lives.

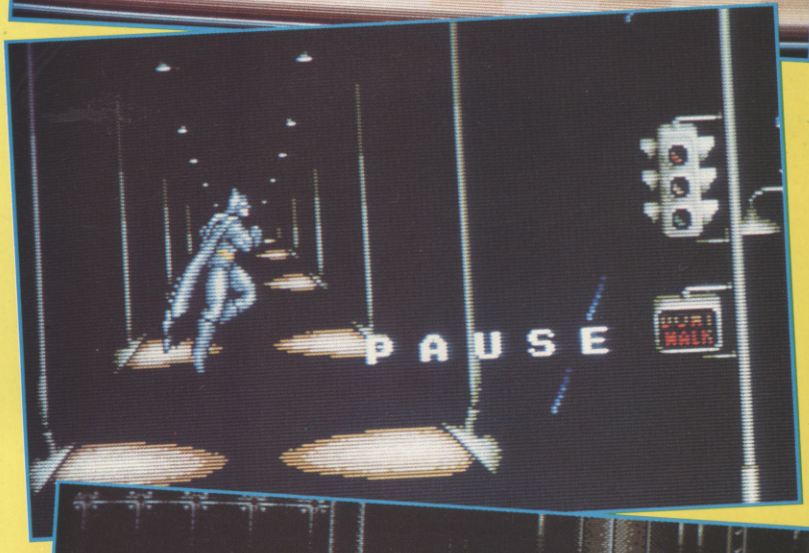
Visually and audibly, Batman is absolutely stunning. An atmospheric mixture of dark shades and subtle tones, along with colourful, well animated sprites, makes it a joy to look at, and the thumping backing music is a perfect mood-setter. Play-wise, it's mainly platform action - nothing new about that, but when it's as good as this, you can't complain. The difficulty level is set just right, and once into the game it's hard to stop playing. Batman is a must - don't miss it!

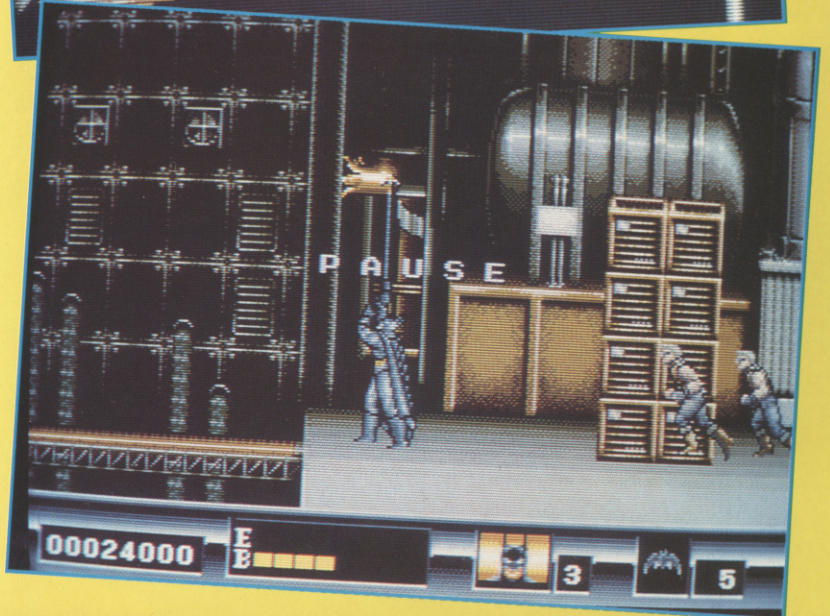
ROBERT SWAN

AN









RATINGS

GRAPHICS 94%
Brilliantly drawn scenery and sprites, and the mix of dark shades and stark colours make it all highly atmospheric.

SOUND 93%
Lots of thumping rock tracks along with great effects.

VALUE 90%
Stacks of addictive action to keep you glued to your screens for ages.

PLAYABILITY 94%
Easy to get into, but once started, you won't want to stop until you've completed it!

OVERALL 93%
A brilliant game in all respects, Batman is a must for fans and gamesters alike. Pass this by, and you'll be kicking yourself for weeks.

PC ENGINE

WONDER-BOY III: MONSTER LAIR

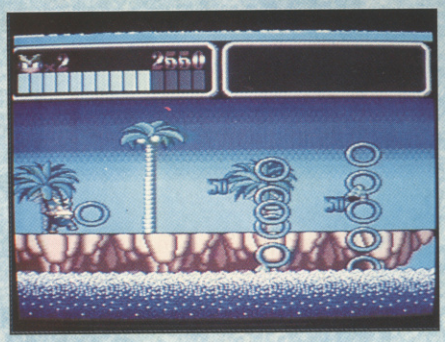
Sega's answer to Mario hits the PC Engine CD-ROM system in this incredibly addictive coin-op conversion.

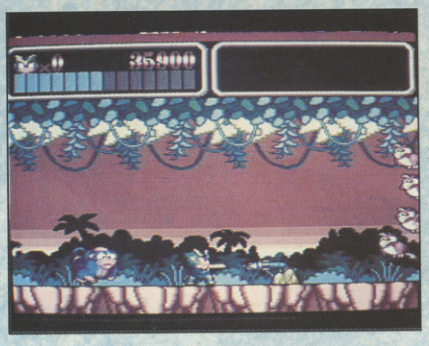
All the features of the arcade machine have been included as you run and jump across the horizontally scrolling landscape and battle a variety of weird and wonderfully cute creatures.

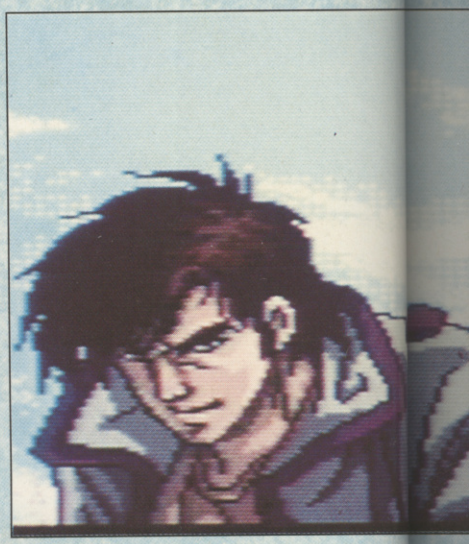
Each level is split into two sections, the first is the aforementioned run 'n' jump section, the second is where Wonderboy rides on a flying dragon and has to blast formations of flying fish, bats and birds and take on a big end-of-level beastie.

Wonderboy III is absolutely tremendous, and features highly colourful graphics which virtually replicate the arcade machine, and fabulous sound - a series of amazing CD-quality tunes provide the soundtracks for each level. It's easily the best CD-ROM game available, and is therefore a must (if you have the system).

OVERALL 93%







RED ALERT

Another game which features a superb 4-minute cartoon-style introductory sequence is Red Alert. The story explains that you're the last survivor of a crack platoon who was ambushed and mercilessly gunned down during the Vietnam war, and you must now return and wreak revenge.

And what could this possibly mean? Could it be another Ikari Warriors-style multidirectionally shoot 'em

E CD ROM

up with you taking on an entire army single handedly? Yes indeed! And unfortunately, it's not a particularly brilliant Ikari Warriors game at that! The graphics are fairly good, and the sound is excellent, but the gameplay is dull, and interest wanes after only a few goes. I'm sure that there's a lot more that can be done with the CD-ROM system - it's a shame to see it wasted on average games like this.

OVERALL 65%

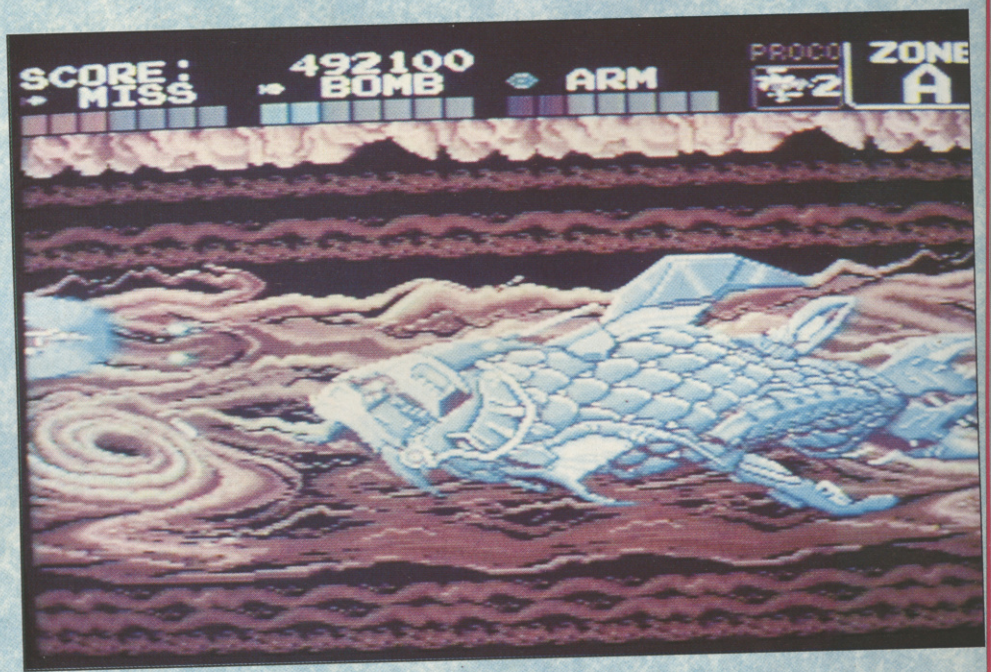
SUPER DARIUS

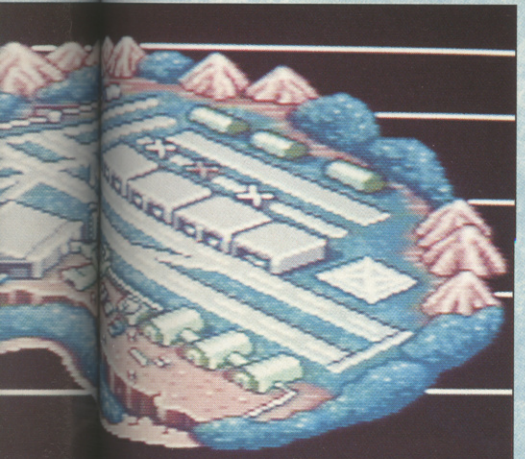
Tatio's three-screen shoot 'em up coin-op gets squeezed down into one screen in this amazing conversion. The object is to traverse a series of horizontally scrolling undersea caverns and blast the sub-aquatic creatures that lurk therein.

There are plenty of power-ups to collect and, of course, big end-of-level guardians to blow into oblivion.

Super Darius is a super-smooth, graphically stunning shoot 'em up which provides plenty of thrills and spills. There's tons of challenging and addictive action, and plenty of fantastic soundtracks to listen to while you take on the bad guys. Another must for CD-ROM owners.

OVERALL 92%





FINAL ZONE II

Final Zone II features a very impressive 4-minute cartoon-style introductory sequence, but unfortunately the game itself doesn't live up to the initial promise.

You play a futuristic soldier who's the sole survivor of an enemy attack on his troop ship, and using the equipment salvaged from the wreckage you must wage war on the baddies. Basically, this results in an Ikari Warriors-style shoot 'em up with you blasting your way across multidirectionally scrolling landscapes. It's fun for a while, but there's not much variety in the action - it's all been seen and done before. POW is a much better example of this type of game, and you don't need a CD-ROM to play it!

OVERALL 63%

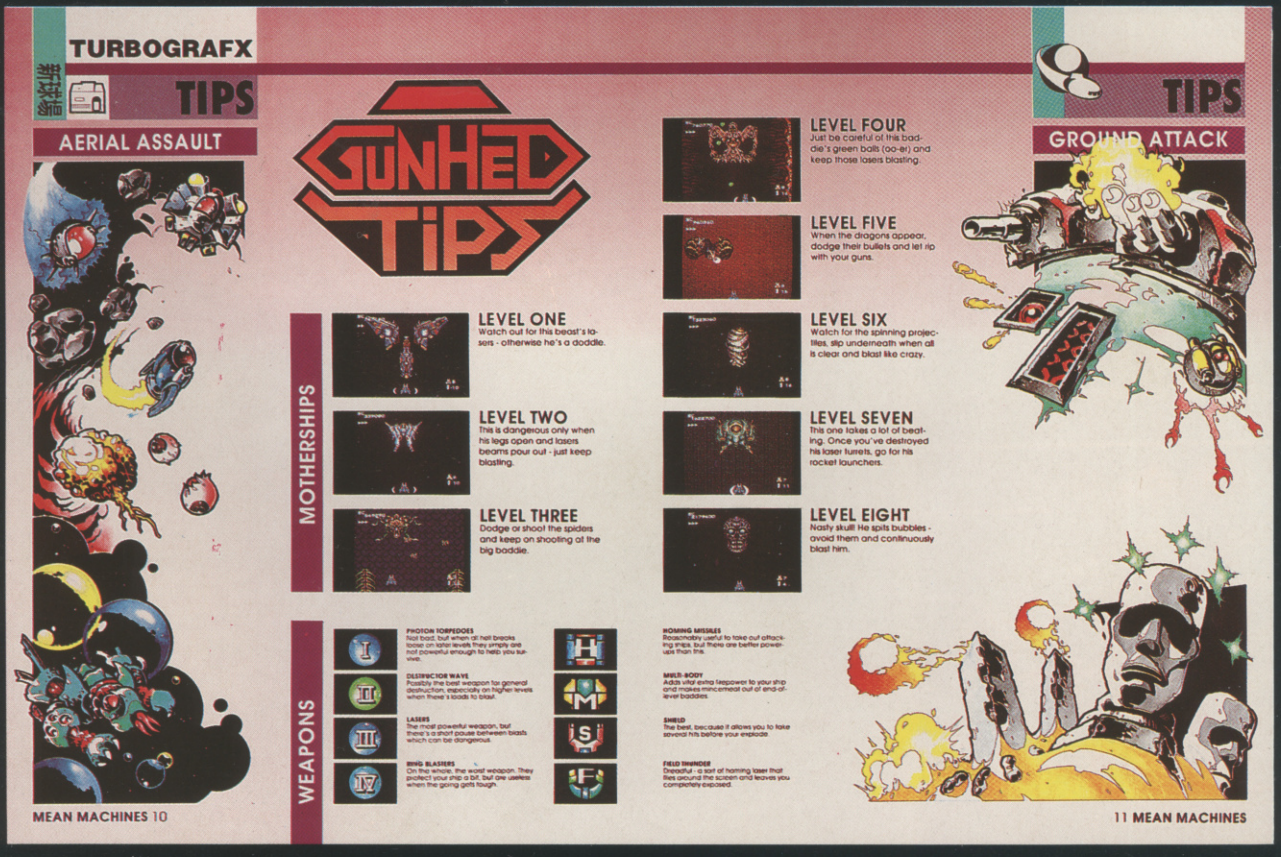
COMING

MEAN MACHINES MONTHLY

A FANTASTIC FULL-COLOUR ALL-CONSOLES MAGAZINE DESIGNED ESPECIALLY FOR YOU!

JUST CHECK OUT THESE FEATURES!!

THE BEST CONSOLE TIPS EVER SEEN!



104

AMAZING IN-DEPTH PREVIEWS!

SOON!!!!!

THREE, FOUR AND EVEN FIVE-PAGE REVIEWS!

NINTENDO

REVIEW

NINTENDO

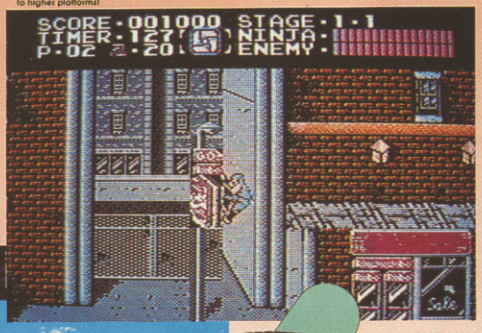
NINJA GAIDEN

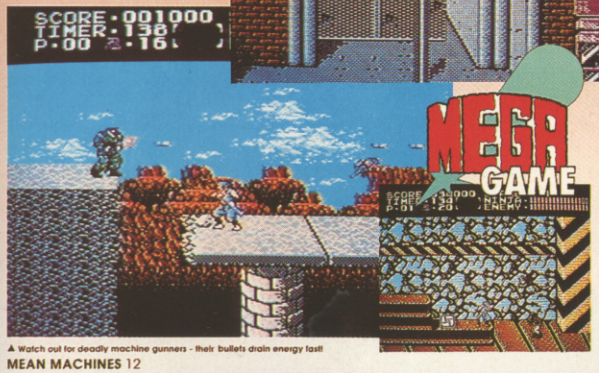
Ryu, Ninja extraordinary, has just discovered that his father has been killed by his arch rival. Stopping only to pick up his Massa, he goes off to get his revenge.

The mission involves travelling deep into the heart of enemy country across a series of long horizontally scrolling landscapes. Each level is packed with baddies, and Ryu has to run, slash and jump his way to victory, making sure that his energy bar isn't completely worn down by enemy hits, and taking care not to fall down the many bottomless pits that are scattered across the scenery.

At the end of each level is a big guardian, who Ryu fights until either he, or the baddie is dead. At the end of the final level is Ryu's arch enemy, and there they have a duel to the death. Will Ryu avenge his father's death? That's up to you...

▼ Ryu can climb onto walls and sign posts to get to higher platforms!



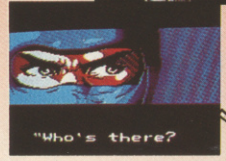


▲ Watch out for deadly machine gunners - their bullets drain energy fast!

THE NINJA STORY

At the beginning of every level, a chapter of the Ninja Gaiden story unfolds, shown as an almost film-like series of still and animated screens. At the start of the game you see Ryu's father and his arch rival fight together, and then Ryu's discovery of the incident. On level two Ryu enters his arch rival's lair and is then anaesthetised by a mystery woman, who gives him a strange statue and then disappears, leaving an even greater mystery. The only way you can see the rest of the story, and its conclusion is to battle all the way through the game - it's tough, but it's worth it!!!

▲ Ryu gets ready to tackle high level baddies.



COMMENT

JULIAN

Ninja Gaiden is very much like a simplified version of the Shadow Warriors coin-op, with the hero running around beating the seven shades out of the baddies and using the backdrop to climb and leap to seemingly inaccessible parts of the screen. The graphics are great, with varied, well-drawn backdrops and some great sprites. A special mention must go to the brilliant cartoon-like intermission screens between levels, which unfolds a mysterious story as you progress through the game. The sound doesn't quite match up to the standards of the graphics, but what's there is atmospheric and suits the action. Speaking of which, the game itself is pretty frantic, with a whole host of baddies to destroy, and some very nasty end-of-level guardians. It seems pretty tough at first, but once you get used to the combat moves you'll find yourself cutting a swathe through the enemy, swords and shurikens flying! Ninja Gaiden is a thoroughly enjoyable beat 'em up and is highly recommended to combat fans.

MEAN MACHINES 12

13 MEAN MACHINES

ALL THE LATEST NEWS!

NEWS

DOWN THE DUNGEONS

NINTENDO NINJAS

THE LAST NINJA

WHAT'S IN DE INDY GAME?

SPORTY SEGA STUFF

MORE MINDSCAPE MIRTH

GENESIS

IREM'S HERO ON NINTENDO

MEAN MACHINES 04

05 MEAN MACHINES

PLUS LOADS, LOADS MORE!!!

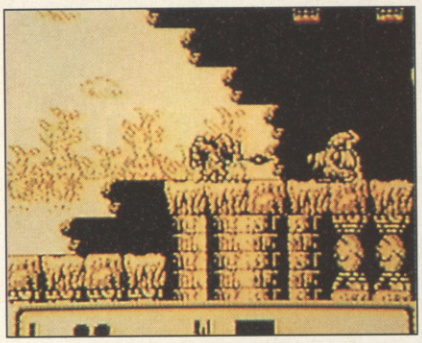
IT'S OUT AT THE END OF SEPTEMBER - DON'T MISS IT!

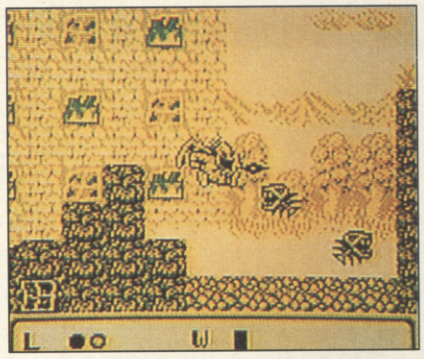
MAKAIMURA GAIDEN

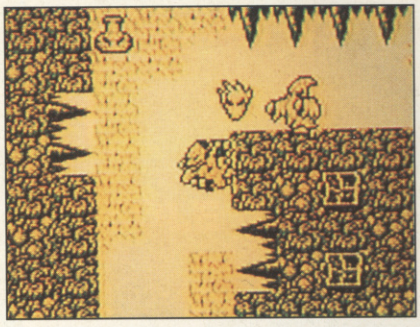
CAPCOM

Remember the little winged demon that chucked fireballs at Sir Arthur in Capcom's Ghosts 'n' Goblins? Well, he's been given his own starring role in this platform adventure in which he has to do something heroic, but incomprehensibly Japanese. However, the plot is of no consequence because all you have to think about is leaping, Ninja-like, from walls to platforms, blasting nightmarish supernatural mutants and collecting magic power capsules. As well as the arcade action, there's a little bit of role-playing, so you get a few Japanese menus at the end of every level, but deciphering them doesn't seem to be essential to the gameplay. The graphics are excellent, the sound is pretty good, and overall, Makaimura Gaiden is an enjoyable little shoot 'em up.

PAUL GLANCEY



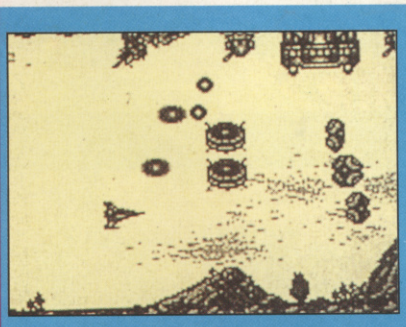




RATINGS

OVERALL 78%

Unusual but entertaining blast, but what do all the menus mean?



NEMESIS

KONAMI

Take to the spaceways in this conversion of Konami's crumbly (yet still respectable) disintegrator-death coin-op. There are six scrolling levels of warped-out, psychotic aliens between you and salvation, and your mission is simply to shoot as many mutants as possible. Help comes in the form of power-up capsules dropped by dead aliens, which bump a highlight along a weapon-select bar at the bottom of the screen. With one capsule you can speed up your ship, with two you get missiles, and so it goes, through lasers, options (drone ships - you can have two of these moving and firing as your main ship does) and, for five capsules, you get "?" (a shield).

Considering the Game Boy's limitations, it does a surprisingly good job of mimicking the arcade game, and graphically and gameplaywise, Nemesis is very good indeed. The stages are varied (with a couple of secret tricks and levels to find), the power-ups provide a fair amount of satisfying destruction, and the end-of-level bosses are quite impressive. I found all the intense dodging and manoeuvring tricky on the tiny console, but more nimble-fingered blasters should have a good time.

PAUL GLANCEY

RATINGS

OVERALL 89%

One of the Game Boy's top shoot 'em ups - much better than Solar Striker.

PENGUIN WARS

ASCII

Ever had a marble fight with a cow? Well, this is your big chance. Pick your favourite animal (either a penguin, a bat, a rabbit, a rat or a cow) and then take your place at one end of a table with ten marbles. At the far end of the table is another animal (or another player if you have a link cable) who also has ten marbles. The object of the game is to roll all your marbles down to the other end of the table before the other player gets all his down your end. Hit the other critter with your marble and he's stunned for a couple of seconds, giving you the chance to get rid of some extra marbles.

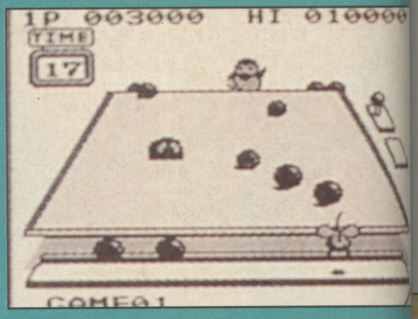
Penguin Wars sounds mad, but it's brilliant fun, and really competitive too, especially on the later levels, when the opponents speed up. With two players it's like playing a computer version of that ancient tabletop game, Crossfire - very frantic and very aggressive, but the fact that you're playing a bunny rabbit and a cow makes it all a bit of a laugh. Buy.

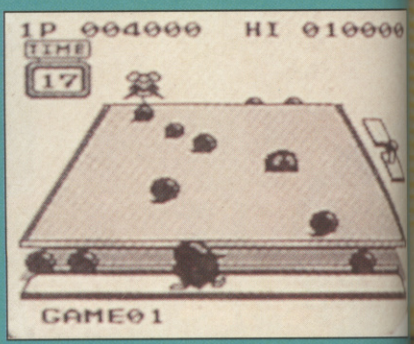
PAUL GLANCEY

RATINGS

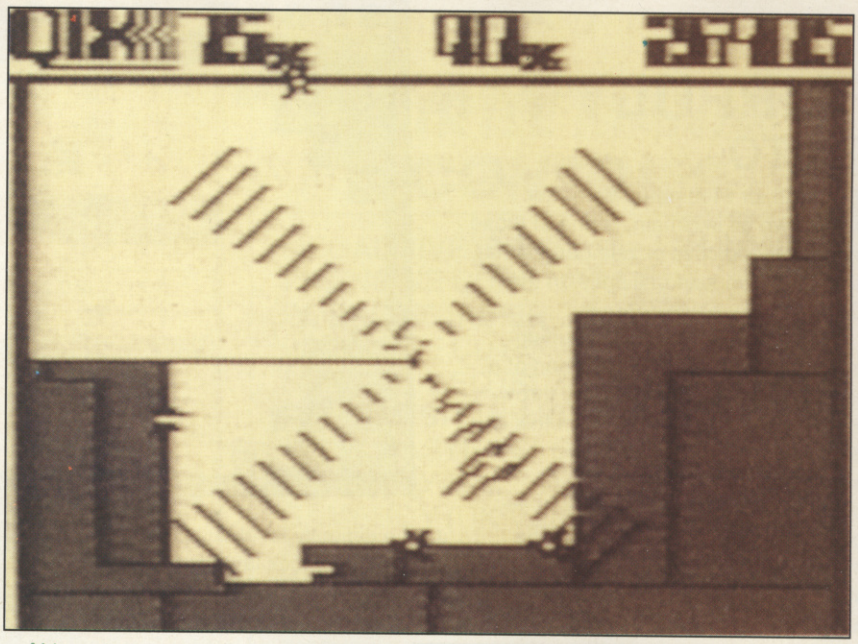
OVERALL 90%

Silly but great fun. For even more enjoyment add two players.





QIX
TAITO



This unusual game of space capture is a conversion of Taito's own classic arcade game, in which you have to enclose areas of the screen by drawing boxes with a cursor. Once you've claimed a certain percentage of the screen area, you move to the next area and so it goes on.

Now, no doubt this all sounds a bit dull, and so it would be, if it wasn't for your three adversaries, the Qix, the Sparx and the Fuze. The Qix is a line which bounces randomly around the free space on the screen, but if it should touch your line before you've actually completed a box, you're dead. To keep you moving, the two Sparx run around the edge of the free space hoping to run into your cursor, and the Fuze appears when you pause in the middle of drawing a box, and runs along your half-finished line until it hits you or the box is complete.

Although it's a very simple game, these "keep-'em-on-their-toes" features really make it exciting to play, and the simple premise makes it engrossing to the point of being hypnotic. Play it and achieve a higher consciousness (maybe).

PAUL GLANCEY

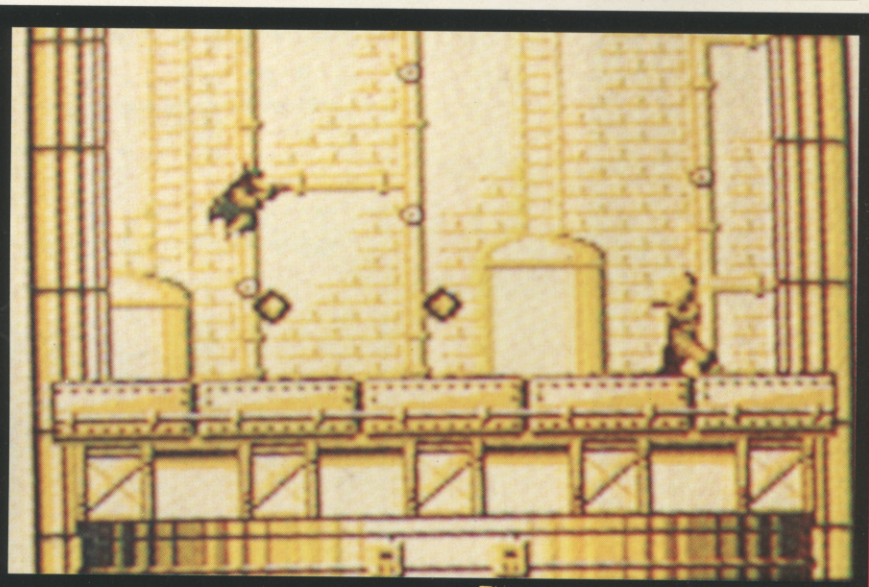
RATINGS

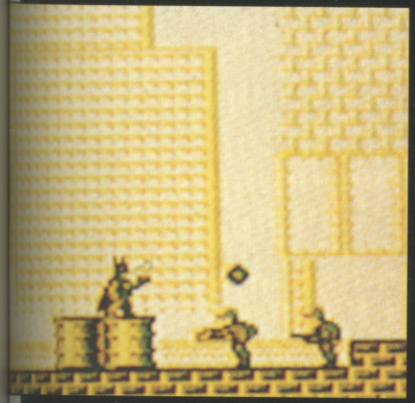
OVERALL 88%

The epitome of "simple but addictive". Another arcade conversion that works really well.

BATMAN
SUNSOFT

Sunsoft got the lucrative licence of the movie, but instead of letting a cruddy game sell on the strength of the name, they've put together one of the best Game Boy games to date. Batman sticks closely to the plot of the film, and starts with Mr B himself stalking the scrolling streets of Gotham, leaping around platforms and taking out criminals with his Pow Pistol. As the game progresses, Batman enters the Axis Chemical Factory and the Flugelheim Museum. After another trip through the streets of Gotham, he takes to the air in a very tough Bat Wing shoot 'em up section before going head to head with the Joker in Gotham Cathedral.





There are plenty of extra weapons to collect along the way, including faster-firing and more powerful guns, batarangs, swirling bat-shields and smart bombs. If it wasn't for the guns you might mistake this for another Mario game, as it incorporates piles of platform playability and hours of enjoyment. Though there are only four "worlds" each has several sub-levels and the difficulty really picks up after the Flugelheim section, so there's plenty to keep you going. The tiny sprites are excellent and the music is the best I've heard on a Game Boy - well worth hooking up the headphones for.

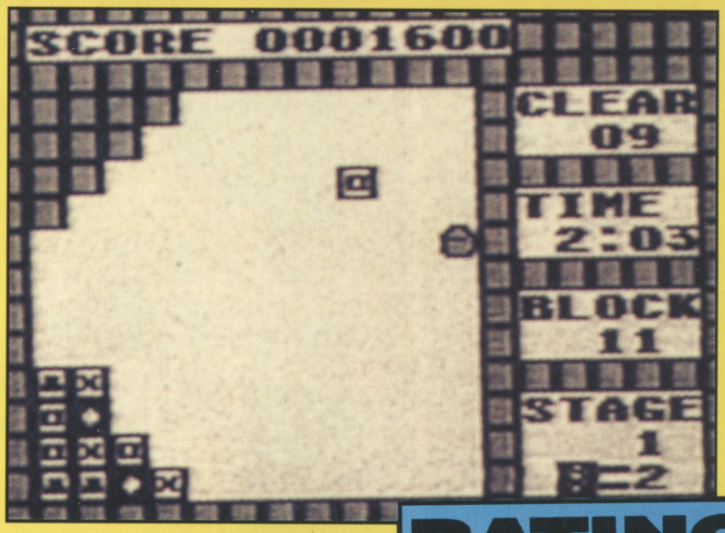
PAUL GLANCEY

RATINGS

OVERALL 94%

Great graphics, sound and gameplay make this a superb movie licence. A definite must-buy.

FLIPPUL
TAITO



Flippul, or Plotting as it's better known as in Britain, is one of those incredibly addictive puzzle games that, like Tetris, work so brilliantly on the Game Boy.

You control a little block-hurling blob who has to clear the screen of a pile of four types of blocks, by throwing like blocks together. When this is done the blocks disappear and the next different block in the line rebounds back for the next shot. If the block the blob is clutching can't be thrown at a similar block you lose a life, so you constantly have to think ahead to make sure you don't get yourself stranded.

It's not a game that looks great by any means, but as I said, it's incredibly addictive once you've got the hang of it. The difficulty level builds quickly from simple block layouts to complicated structures for which you have to bounce blocks off walls and pillars and plan several moves in advance. Very challenging and very addictive.

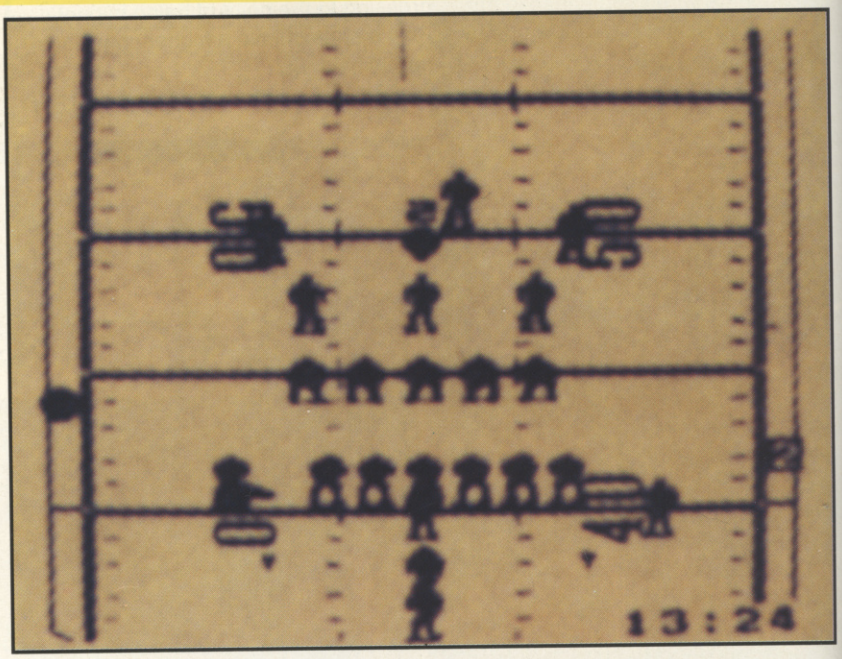
JULIAN RIGNALL

RATINGS

OVERALL 88%

Although the Game Boy already has a load of puzzle games for it, this one is good enough and different enough to make it worth buying.

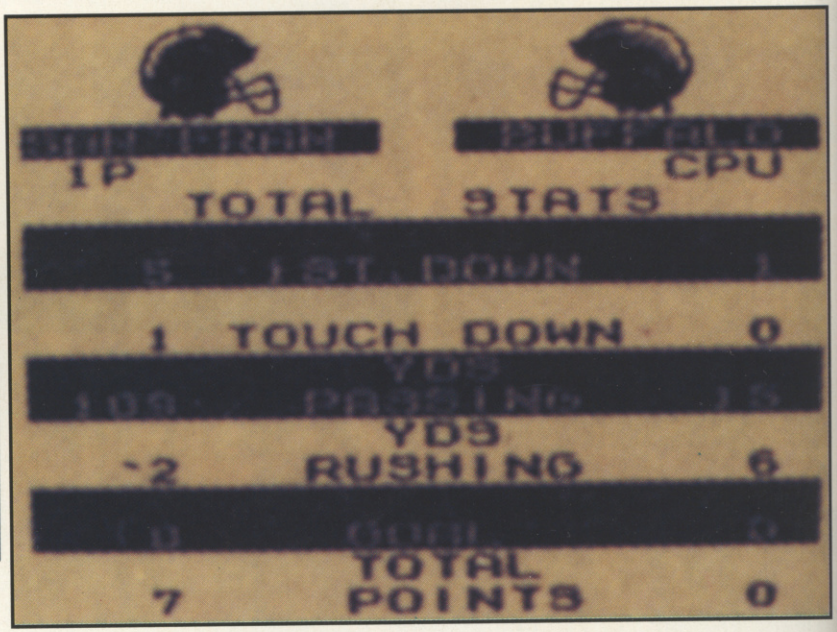
NFL FOOTBALL
KONAMI



American Football hits the Game Boy in the form of Konami's one or two-player NFL Football. All the rules of American Football are adhered to as you make your way up the field in an attempt to get the ball into the end zone. Fail to move the ball ten yards within four downs and the ball is given to the opponent and he tries to do the same.

While commendations must be made to the programmers of this title for incorporating many features and a whole host of possible offensive and defensive moves into this American Football simulation, the end result is sadly lacking. The tiny graphics are incredibly difficult to see, and the controls are very sluggish indeed, making for annoying and very frustrating play. Diehard American Football fans might glean some enjoyment from the action, but most gamers will find this one just too frustrating to be worth persevering with.

JULIAN RIGNALL



RATINGS

OVERALL 68%

An admirable attempt at an American Football simulation, but sluggish controls and indistinct graphics makes this one hell of a frustrating game.

UNICORN SOFTWARE

Makes cheques/Postal Orders payable to Unicorn Software. Orders under £15.00 add 75p p+p

UNIT 58, CITY BUSINESS PARK, SOMERSET PLACE, STOKE, PLYMOUTH, DEVON, PL3 4BB. ☎ 0752 606353

JUST IN TEENAGE MUTANT HERO TURTLES ONLY £19.99

ATARI AND AMIGA GAMES

F29 Retaliator	£18.99
Rainbow Islands	£18.99
Kick Off	£15.99
Kick Off II	£15.99
Italy 1990	£18.99
Crackdown	£18.99
Chase HQ	£18.99
Klax	£18.99

CONSOLES

NEO-GEO NOW IN STOCK. THE ULTIMATE GAMES CONSOLE ONLY £450.00

SEGA MEGADRIVE WITH FREE GAME ONLY ... £185.00

PC ENGINE SUPERGRAFX ONLY £279.00

HAND-HELD GAMES

Double Dragon	£24.99
Nemesis 3	£20.99
Skate or Die	£20.99
Top Gun	£20.99

HAND-HELD CONSOLES

NINTENDO GAMEBOY WITH FREE GAME ONLY ... £109.00

ALSO AVAILABLE ATARI LYNX ONLY £180.00

AMIGA FLIGHT OF FANTASY PACK INC. FREE TEENAGE MUTANT NINJA TURTLES ONLY £389.00

ATARI ST DISCOVERY PACK £289.00

Please add £1.00 p+p for games and £5.00 p+p for machines. E.&O.E. Prices subject to change and not all games available at time of going to press.

TURTLE MANIA CONSOLES

MEGADRIVE (PAL)	£158.00
PC ENGINE CORE GRAFX (PAL)	£154.00
PC ENGINE SUPER GRAFX (PAL)	£259.00
PC ENGINE CD ROM	£299.00
SNK NEO-GEO (SCART ONLY	£375.00
SEGA 16-BIT (UK VERSION)	T.B.A
SEGA MASTER SYSTEM	£74.00
GAMEBOY	£92.00
GAMEBOY (UK VERSION)	T.B.A
ATARI LYNX	£154.00
NINTENDO	£94.00

ALL PRICES INCLUDE V.A.T.

ALL GAMES ARE AVAILABLE FOR THE ABOVE CONSOLES
OTHER CONSOLES ARE AVAILABLE

MAKE ALL CHEQUES/P.O. PAYABLE TO:-
TURTLE MANIA AND SEND TO:
CON 1, 83 ARUNDEL DRIVE, ORPINGTON, KENT BR6 5JQ OR PHONE 0689 31931
OPENING TIMES: MON — SAT 6 — 11pm
SUNDAY — ALL DAY.
PLEASE CALL FOR EXTREMELY CHEAP PRICE LIST

PROTON SOFTWARE

VISA Access

TEL: (24 HRS 0462) 686977

MEGADRIVE GAMES

ASSAULT SUIT LEYNOS	33.00
DARWEN 4081	33.00
WHIP RUSH	33.00
NEW ZEALAND STORY	33.00
SUPER HYDLIDE	33.00
WORLD CUP SOCCER	33.00
TATSUJIN	33.00
GOLDEN AXE	33.00
E SWAT	33.00
RAMBO III	33.00
PHELIAS	33.00
FORGOTTEN WORLDS	33.00
FLYING SHARK	33.00
ARNOLD PALMERS GOLF	33.00
TARGET EARTH	33.00
PHANTASY STAR II	44.99
CYBERBALL	33.00

GAMEBOY

GAMEBOY SYSTEM (INC TETRIS PLUS 2 PLAYER LEAD)	85.00
TRUMP BOY	24.50
PUZZLE ROAD	24.50
BLODIA	24.50
Q BILLION	24.50
WORLD BOWLING	24.50
SOLAR STRIKER	24.50
ALLEYWAY	24.50
MOTOR CROSS MANICS	24.50
BUGS BUNNY	24.50
CASTLE MANIA	24.50
VOLLEY BALL	24.50
TENNIS	24.50
NFL FOOTBALL	24.50
GATOR	24.50

SEGA 8 BIT

MASTER SYSTEM	72.00
MASTER SYSTEM PLUS	89.50
SUPER SYSTEM	119.00
CONTROL PAD	6.99
HANDLE CONTROLLER	35.00
LIGHT PHASOR	26.95
LIGHT PHASOR WITH CART	41.50
RAPID FIRE UNIT	5.99
SG COMMANDER	9.99
CONTROL STICK	14.99
ACTION FIGHTER	11.75
AFTERBURNER	26.50
ALEX KIDD	21.95
ALEX KIDD HIGH TECH WLD	26.50
ALEX KIDD LOST STARS	26.50
ALIEN SYNDROME	26.50
ALTERED BEAST	26.50
AMERICAN BASEBALL	26.50
AMERICAN PRO FOOTBALL	26.50
ASTRO WARRIOR/PITPOT	21.95
AZTEC ADVENTURE	11.75
BANK PANIC	15.95
BASKETBALL NIGHTMARE	26.50
BLACK BELT	21.95
BLADE EAGLE 3D	26.50
BOMBER RAID	26.50
CALIFORNIA GAMES	26.50
CAPTAIN SILVER	26.50
CASINO GAMES	26.50
CHASE HQ	26.50
CHOPLIFTER	21.95
CLOUD MASTER	21.95
CYBORG HUNTER	26.50
DEAD ANGLE	26.50
DOUBLE DRAGON	26.50
DYNAMITE DUX	26.50
F16 FIGHTER	26.50
FANTASY ZONE	15.95
FANTASY ZONE TM	11.75
FANTASY ZONE 2	21.95
GALAXY FORCE	26.50
GANGSTER TOWN	21.95
GHOSTBUSTERS	26.50
GHOST HOUSE	15.95
GLOBAL DEFENCE	11.75
GOLVELLIUS	26.50
GREAT BASKETBALL	21.95
GREAT BASEBALL	21.95
GREAT FOOTBALL	21.95
GREAT GOLF	21.95
GREAT VOLLEYBALL	21.95
KENSEIDEN	26.50
KUNG FU KID	21.95
LORD OF THE SWORD	26.50
MAZE HUNTER 3D	26.50
MIRACLE WARRIOR	29.95
MISSILE DEFENCE 3D	26.50
MONOPOLY	26.50
MY HERO	15.95
OUTRUN 3D	26.50
OPERATION WOLF	26.50
PENGUIN LAND	26.50
PHANTASY STAR	35.00
POSEIDON WARS 3D	26.50
POWER STRIKE	21.95
PRO WRESTLING	21.95
PSYCHO FOX	26.50
QUARTET	21.95
RC GRAND PRIX	29.95
R TYPE	26.50
RAMBO III	26.50
RAMPAGE	26.50
RASTAN	26.50
ROCKY	26.50
SCRAMBLE SPIRITS	26.50
SECRET COMMAND	11.75
SHANGHAI	21.95
SHINOBI	26.50
SHOOTING GALLERY	21.95
SHOOTING GAMES	21.95
SLAP SHOT	26.50
SPACE HARRIER	26.50
SPACE HARRIER 3D	26.50
SPELLCASTER	26.50
SPY VS SPY	15.95
TENNIS ACE	26.50
THUNDERBLADE	26.50
TIME SOLDIERS	26.50
VIGILANTE	26.50
WANTED	21.95
WONDERBOY MONSTER LAND	26.50
WONDERBOY III	26.50
WORLD GAMES	24.95
WORLD GRAND PRIX	11.75
WORLD SOCCER	21.95
YS	29.95
ZAXXON 3D	26.50
ZILLION	21.95
ZILLION II	21.95

If the product you're looking for is not here, give us a call. 1000's more titles in stock.
Orders under £10.00, please add 50p per item P&P. Products in stock usually sent same day.

Send to: **PROTON SOFTWARE, ENTERPRISE HOUSE, BLACKHORSE ROAD, LETCHWORTH, HEARTS SG5 1HD**
Tel: (0462) 686977
Fax: (0462) 673227

PRODUCT	COST
TOTAL	

NAME _____

ADDRESS _____

_____

_____

PO/Cheques payable to: PROTON SOFTWARE. New releases sent on day of release.

COMPO

MEGADRIVE MEGACOMP

Those lovely PC Engine Supplies people have just had an attack of the generosities and have a Sega Megadrive and a copy of Batman to give away to the winner of this competition.

So what have you got to do to win this wonder-machine? Well, we'd like you to answer the questions below correctly, put the answers on the back of a postcard or sealed-down envelope and send it off to: I'M A BIG SMART-ASS AND RECKON THAT MEGADRIVE IS MINE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And make sure that your entry doesn't arrive any later than Nov 23rd. All correct entries will be put into a ginormous sack, and the first one pulled out will win its sender the Megadrive. Good, eh?

Right, on with the questions...

1. WHICH MEGADRIVE GAME FEATURES POLICEMEN WITH HUGE SUITS OF ARMOUR?

2. WHICH MEGADRIVE GAME FEATURES HUGE ROBOTS PLAYING AMERICAN FOOTBALL?

3. WHICH MEGADRIVE GAME FEATURES A HERO ON A FLYING HORSE?

TOKYO JOE

2 William Clowes,
Burslem,
Stoke-on-Trent,
ST6 3AP

SEGA 8-BIT

CHASE HQ	26.95
OPERATION WOLF	26.95
DYNAMITE DUX	26.95
PSYCHO FOX	26.95
GOLDEN AXE	26.95
SLAPSHOT	26.95
*GOLF MANIA	26.95
*BATTLE OUTRUN	26.95
GHOSTBUSTERS	26.95
CALIFORINA GAMES	26.95
SCRAMBLE SPIRITS	26.95
*GAUNTLET	26.95
WONDERBOY 3	26.95
RAMPAGE	26.95
RASTAN	26.95
VIGILANTE	26.95
FANTASY ZONE 2	22.50
PENGUIN LAND	26.95
WORLD GRAND PRIX	26.95
SECRET COMMAND	22.50
DOUBLE DRAGON	26.95
OUTRUN	26.95
SPACE HARRIER	26.95
SHINOBI	26.95
ROCKY	26.95
ALTERED BEAST	26.95
RAMBO 3	26.95
AMERICAN PRO FOOTBALL	26.95
WONDERBOY	26.95
AFTERBURNER	26.95
ALIEN SYNDROME	26.95
MONOPOLY	26.95
CLOUD MASTER	26.95

OTHER GAMES IN STOCK
USED SEGA GAMES
BOUGHT FOR CASH

NINTENDO SOFTWARE

(JAPANESE ADAPTOR REQUIRED)

ADAPTOR	23.95
1942	32.95
1943	34.95
BUBBLE BOBBLE	34.95
COBRA COMMAND	38.95
DONALD DUCK	34.95
GHOST CLUB	29.95
MARIO BROS	24.95
NINJA BOY 2	24.95
OPERATION WOLF	44.95
P.O.W. (BREAK-IN)	34.95
RENEGADE	34.95
RUSH 'N' ATTACK	34.95
SOLOMONS KEY	27.95
SPACE HARRIER	44.95
STAR WARS	39.95
SUPER MARIO BROS	34.95
AFTERBURNER	44.95
AIRWOLF	44.95
GHOST 'N' GOBLINS	24.95
NINJA BOY IV	27.95
SALAMANDER	44.95
SUMO WRESTLING	27.95
SUPER DETECTIVE	34.95
SUPER MARIO BROS II	34.95
GREEN BERET	34.95
GREAT TANK	34.95
GORILLA WAR	39.95
DRAGON SPIRIT	44.95
GALAGA	24.95
DONKEY KONG	24.95
BATTLE CITY	24.95
BUBBLE BOBBLE 2	44.95
CROCKADILE DUNDEE	44.95

MANY NEW TITLES

ATARI 2600

RIVER RAID 2	13.99
KUNG FU KICKS	8.99
GRAND PRIX	8.99
DRAGSTER	8.99
INTER SOCCER	8.99
FOOTBALL	8.99
BOGEY BLASTER	8.99
SMURF	8.99
ATLANTIS	8.99
COMMANDO	13.99
DOUBLE DRAGON	13.99
KUNG FU MASTER	8.99
WINTER GAMES	8.99
MOON PATROL	8.99
LOCK 'N' CHASE	8.99
DONKEY KONG	8.99
ASTRO BLAST	8.99
SUPER FOOTBALL	8.99
DEADLY DISCS	8.99
DESERT FALCON	8.99
TENNIS	8.99
Q BERT	8.99
COSMIC ARK	8.99
WIZARD OF WOR	8.99
MR DO	8.99
MILLIPEDE	8.99
MEGAMANIA	8.99
PRIVATE EYE	8.99
LASER GATES	8.99
SPACE ATTACK	8.99
ARMOUR AMBUSH	8.99

SEGA MEGADRIVE

SEGA MEGADRIVE (PAL)	149.95
SEGA MEGADRIVE + FREE GAME	179.95
GOLDEN AXE	32.95
BATMAN	32.95
GHOSTBUSTERS	29.95
THUNDERFORCE III	34.95
U. S. BASKETBALL	32.95
ALTERED BEAST	29.95
WORLD CUP SOCCER	35.95
GHOULS + GHOSTS	39.95
PHELIOS	32.95
ESWAT	32.95
WHIP RUSH	32.95
FLYING SHARK	32.95
TETRIS	27.95
SUPER MASTERS GOLF	34.95
FORGOTTEN WORLDS	24.95
NEW ZEALAND STORY	39.95
RAMBO 3	26.95
FINAL BLOW	39.95
SUPER SHINOBI	32.95
THUNDERBLADE	39.95
ZOOM	32.95
*CRACKDOWN	39.95
*SUPER WONDERBOY 3	39.95
SUPER MONACO GP	36.95
MOONWALKER	34.95
RASTAN SAGA II	34.95
*SPACE HARRIER 2	36.95
*AFTERBURNER 2	39.95

+ ALL OTHER GAMES STOCKED
NEW TITLES ARRIVING WEEKLY
***NOT RELEASED AT TIME OF GOING TO PRESS**

HARDWARE DEALS

SEGA MEGADRIVE
+ CHOICE OF ANY GAME
PRICED AT £32.95
(i.e ESWAT, BATMAN, etc)
SPECIAL PRICE £179.95

NINTENDO CONSOLE
+ NINJA TURTLES GAME
ONLY £74.95

SEGA MASTER SYSTEM
+ FREE GAME
NOW ONLY £74.95

"TOKYO JOE"
"THE PLACE TO GO"

TOKYO JOE
HOTLINE
"0782 575674"
9.30 to 6.00pm Mondays to Fridays

ALL PRICES INCLUDE VAT & POSTAGE/PACKING

GET LOST

IN THE WORLD OF COMPUTER Consoles AT SABRE TECHNOLOGIES!!! THE SOUTH'S LEADING COMPUTER GAMES CONSOLE CENTRE

We specialise in New and Used Hardware and Software: Phone our Hotline Number:
081-760 0274 SHOP/MAIL ORDER

LATEST MACHINES, SOFTWARE, ADD-ONS AT COMPETITIVE PRICES
PHONE NOW ON 081-760 0274

Nintendo
INTELLIVISION
SEGA MEGA DRIVE
COLECO VISION™
LYNX
NINTENDO GAMEBOY
SEGA
ATARI 2600 and 7800

PHONE OUR MAIL ORDER SERVICES ON 081-760 0174

JOYPADS **JOYSTICKS** **CABLES**

ACCESSORIES AND ADD-ONS FOR MOST POPULAR MAKES

ORDER FORM

Please send me: Cost (inc. VAT & Postage)
Items
Signed Send to: Name
Address
Telephone:

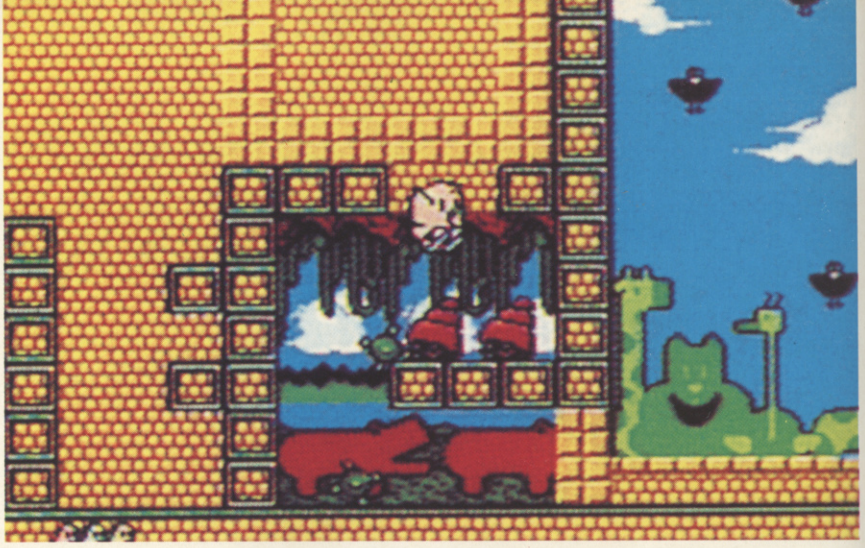
All prices include VAT & Postage within UK Mainland. All goods subject to availability. Cheques and Postal Orders made payable to:
Sabre Technologies, Units 74/75 Inshops, 68/74 Church Street, Croydon, Surrey, CR0 1RB

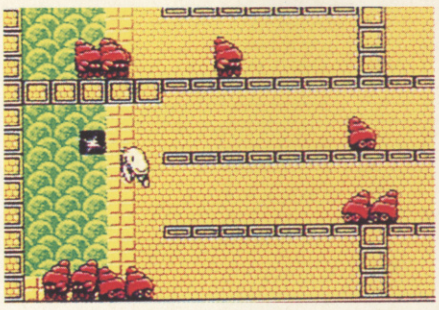
SABRE ARE:
Licensed Credit Brokers and can offer credit facilities on most items. Phone now for details 081-760 0274

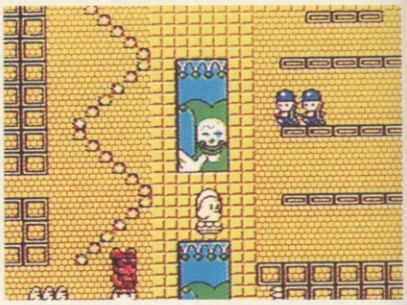
NEW ZEALAND STORY

NINTENDO

Become Tiki the kiwi, who has escaped after being captured, along with his chums, by the naughty Wally Walrus, in a twenty-level platform romp converted from the Taito coin-op. Jump on various forms of transport from lead balloons to flying rubber ducks in the search for your pals, who are locked up in cages positioned throughout the playing area, and collect extra weapons and bonus points along the treacherous paths. Graphically, New Zealand Story has transferred to the NES surprisingly well, and as Taito are handling the conversion themselves, the gameplay should be as accurate as their earlier Megadrive and PC Engine versions.



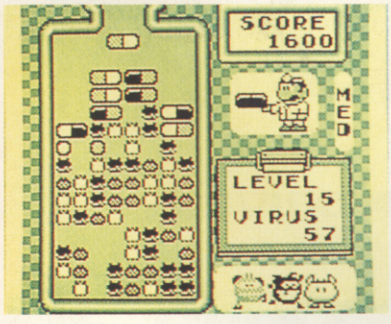


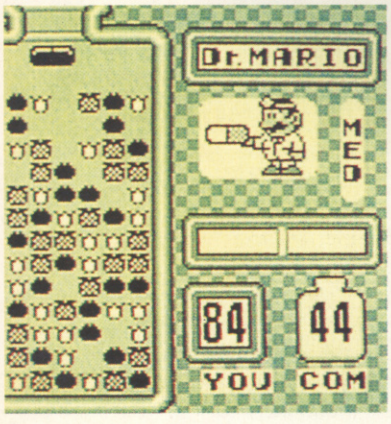


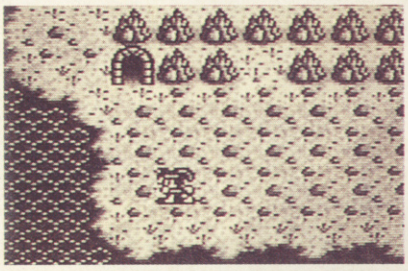
DR MARIO

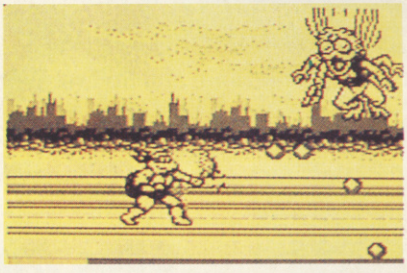
GAME BOY

Eee, Mario's a one, eh? Not satisfied with starring in umpteen brill games, he's now taken up medicine, with lots of pills and viruses and the like. Dr Mario looks a bit Tetris-ish if you ask us, but should still be an absolute corker when it hits the streets. Grab it pronto.





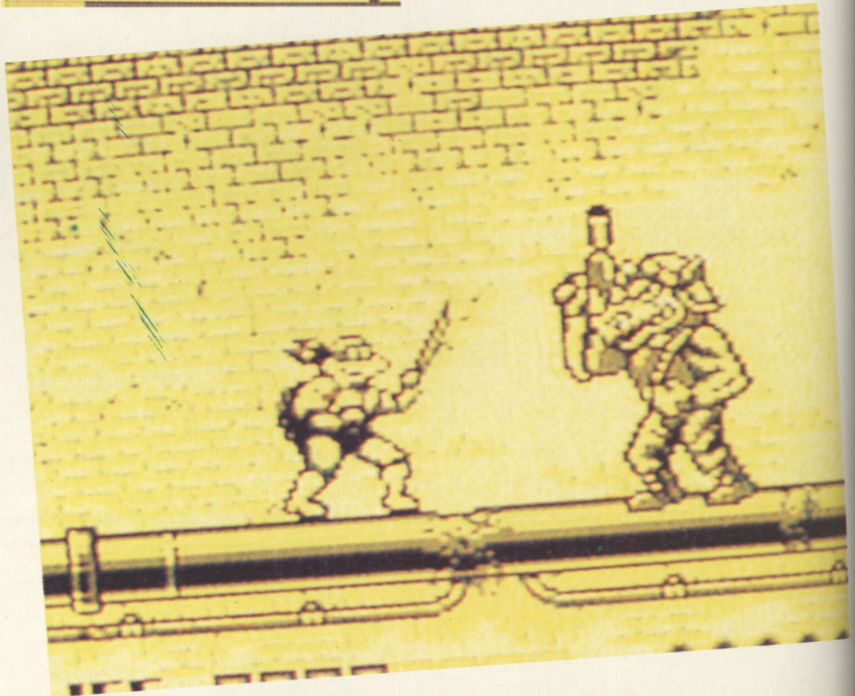




TEENAGE MUTANT NINJA TURTLES

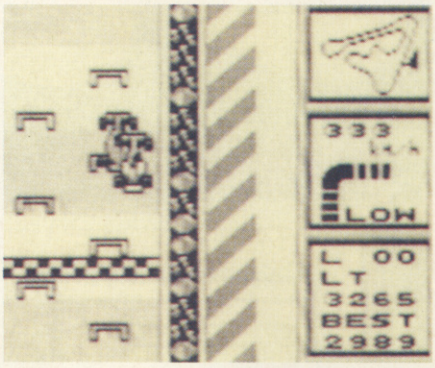
GAME BOY

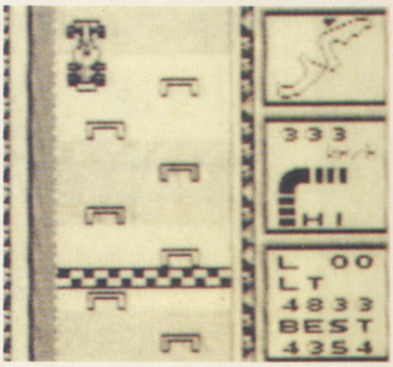
Is there no escaping them? Those heroes in a half-shell are now making their way onto the Game Boy, and as you can see, it all looks pretty nifty. If it plays like it looks, it should be a winner. Watch for a full review in an issue of Computer and Video Games magazine over the next few months.

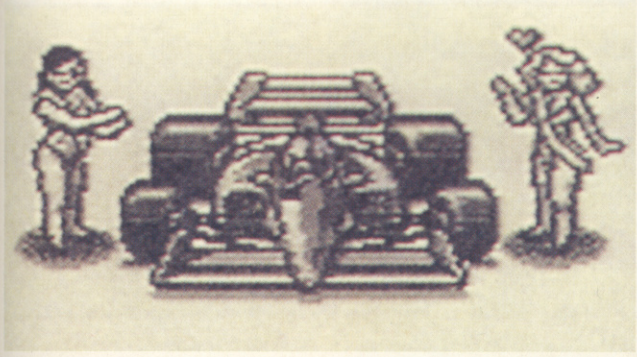


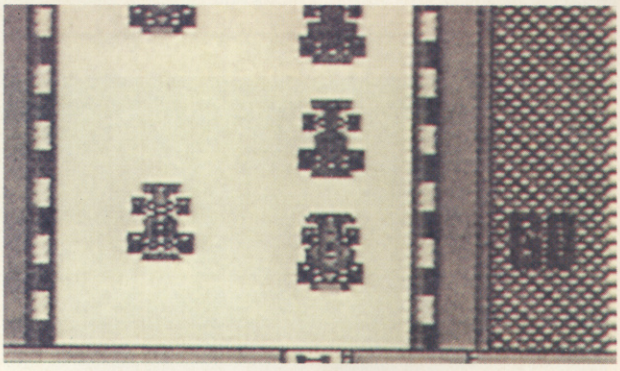
F1 SPIRIT
GAME BOY

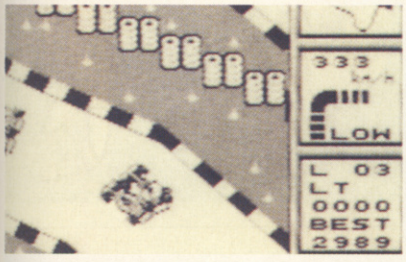
VROOM! Soon all you budding Ayrton Sennas will be able to burn rubber Formula 1 style with this fabbo racer. The coin-op was oodles of fun, so there's no reason why this version shouldn't be tops too. Keep 'em peeled for a full review in Computer and Video Games magazine in the following months.

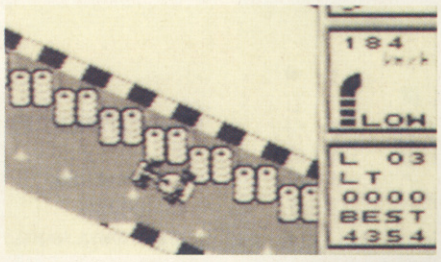


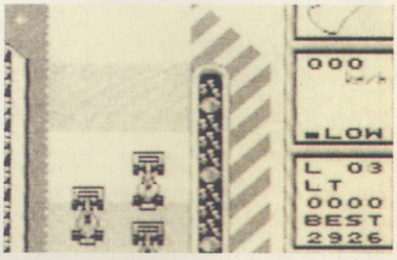






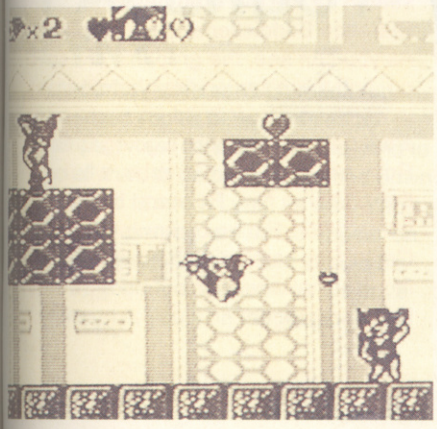


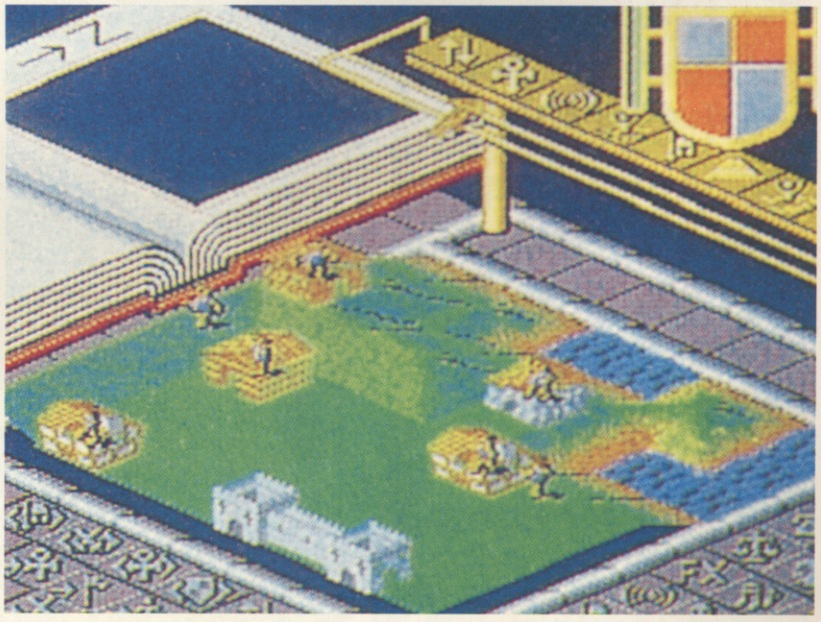




GREMLINS 2 - THE NEW BATCH
GAME BOY

Hardly has the film seen the light of day in the UK, and there's already a game out! Well, obviously someone fed them after midnight, because the Gremlins are back, and out to cause some serious mayhem. Featuring the lovable (yecch) Gizmo and a whole horde of his scaly offspring, Gremlins 2 should be a heap of fun. Look out for it soon.



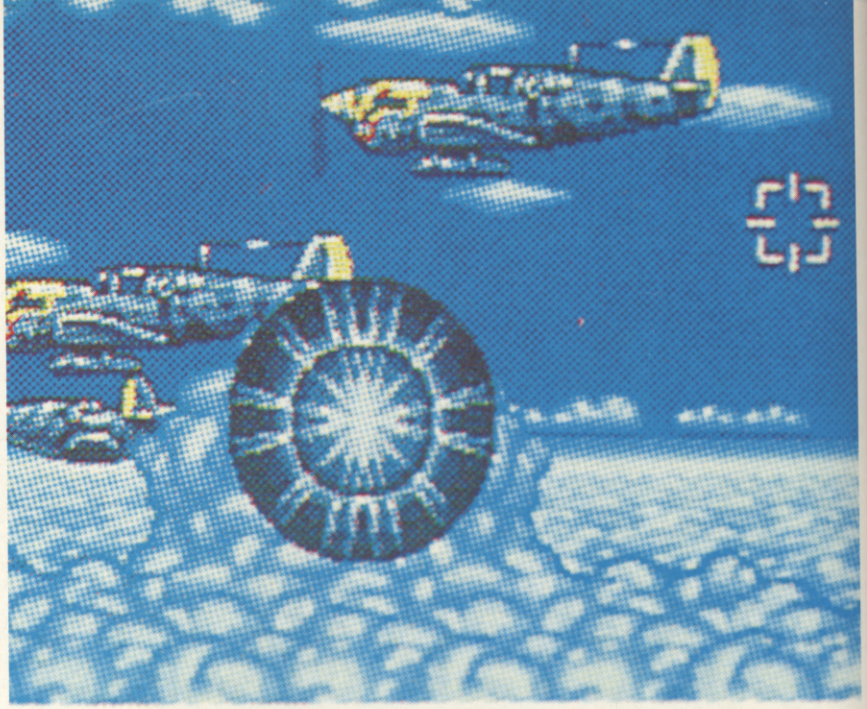


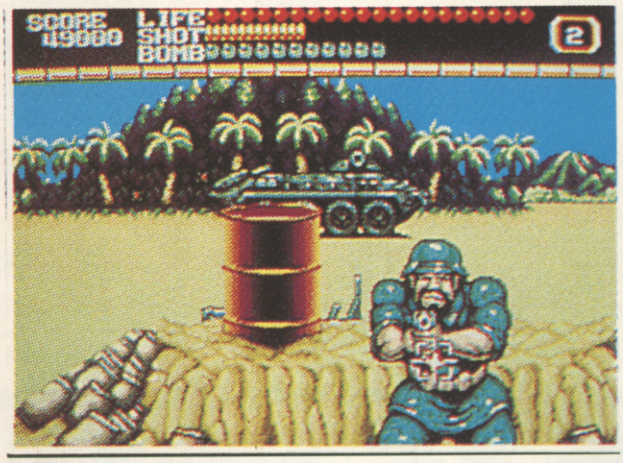
POPULOUS
MEGADRIVE

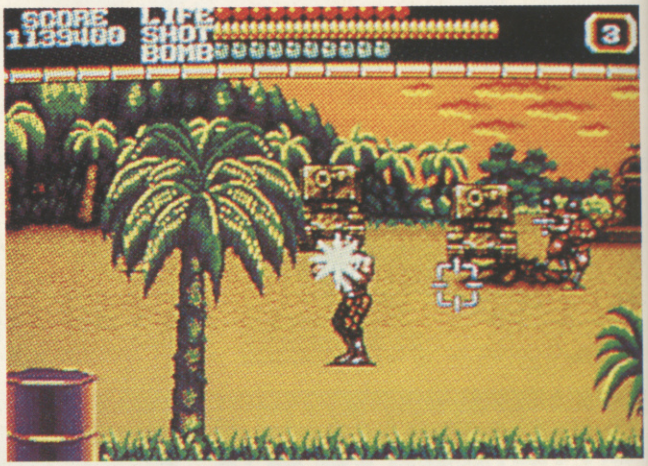
Fancy playing God? Well, now's your chance, with the Megadrive version of the excellent Populous. You must ensure that your people are the strongest around, and must defeat an opposing deity and his followers. Sounds fun, eh? Looking remarkably like it's 16 bit computer counterparts, this version should be a real time-killer when it's available. Keep your peepers peeled for further details.

BATTLE MISSION
MEGADRIVE

There hasn't really been an Operation Wolf-type game on the Megadrive, but all that is about to change with the release of Battle Mission. It's based on an enemy island on which you, sole survivor of the sunken battleship Liberty, have found yourself. It's action all the way as you blast your way through the levels, shooting the baddies and avoiding the monkeys, native girls and other innocents. Graphically it looks great and, if it contains the exciting gameplay which Op Wolf has in abundance, Battle Mission should be a cracker.

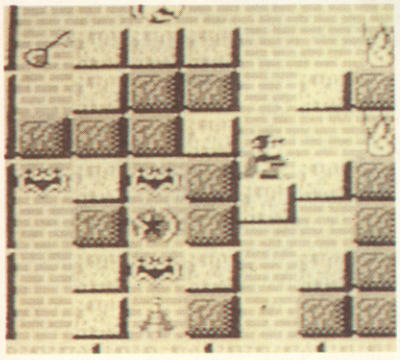


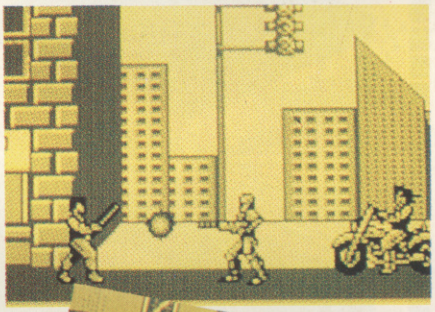


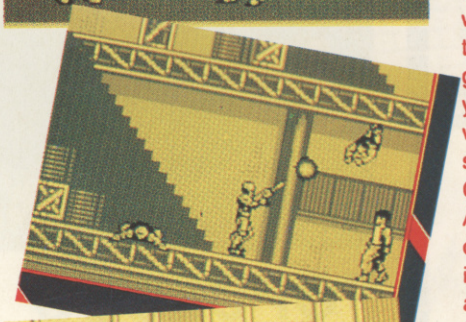


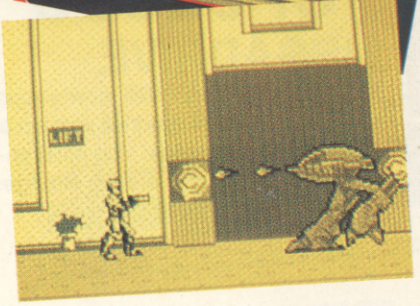
SOLOMONS KEY
GAME BOY

Get ready for lots of cute, fairy-filled platform action in this conversion of the rather crumbly Technos coin-op. Controlling an elf, you've got to save all the fairy folk from a fate worse than re-runs of Neighbours (arrrgh!). Graphics look a bit juicy, but it's the playability that counts. No news on that as yet, but it's bound to be a barrel of laffs, so watch out for it.









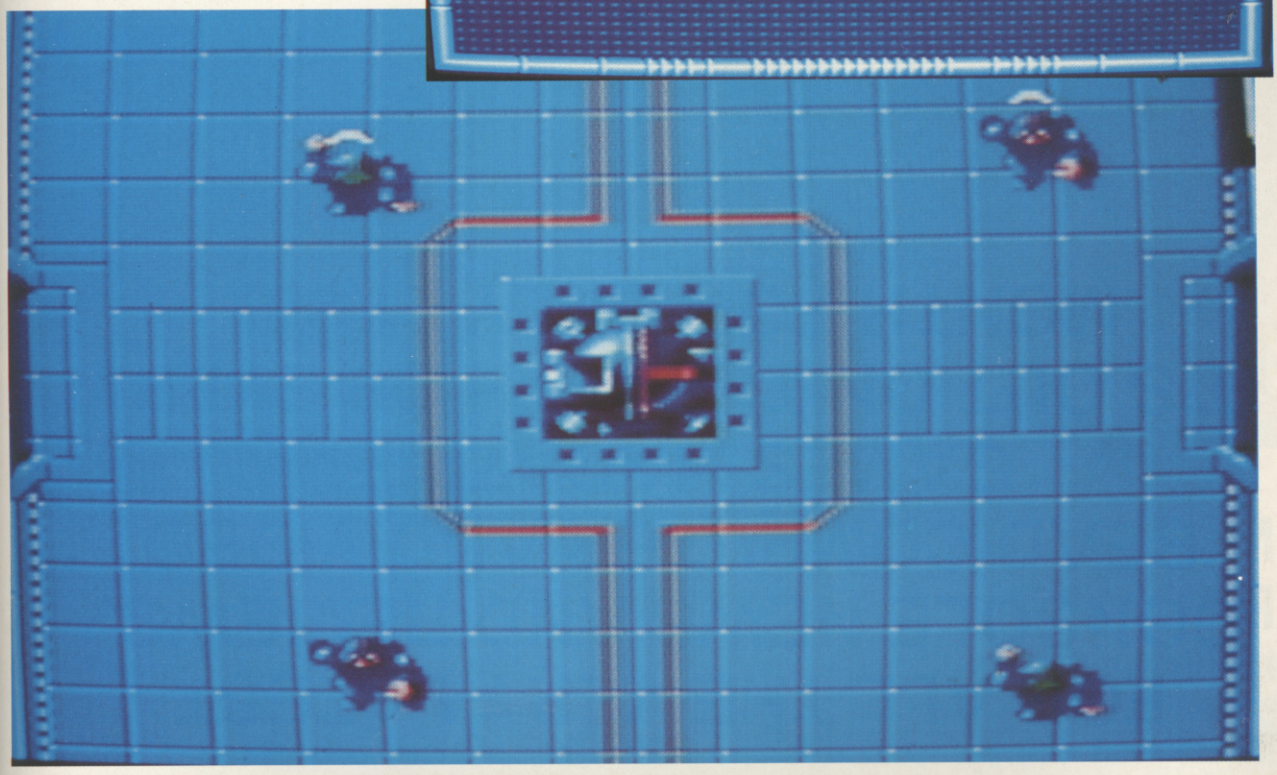
ROBOCOP
GAME BOY

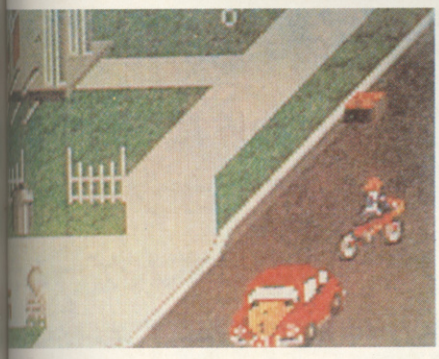
Christmas sees the Game Boy release of Ocean's game of the film which has had punters doing backflips for well over a year. Robocop has been programmed by Ocean and is a straight conversion of the computer game, which holds the accolade for being in the Top 30 longer than any other game. As Robocop, you must blast your way through the many stages which make up Old Detroit, in the search for the evil drug dealer Clarence Boddicker and his cronies. As you can see, the graphics are spot on, and there's even the photofit stage in which you must build up a picture of a suspect felon! There's going to be Robocop fever this Chrimbo, what with the follow-up film, Robocop II, the game of the film on computer and this Game Boy version of the original movie - make sure you jump right onto that bandwagon!

SPEEDBALL

SEGA

Crikey flip! The Bitmap Bros' well 'ard future sport sim is soon to smash it's way onto a Sega near you, and pretty amazing it is too. Looking remarkably like the 16 bit computer versions, Speedball features lots of bribing, punching, cheating and other fun stuff like that. Miss this one, and you'll never forgive yourself.





PAPERBOY

LYNX

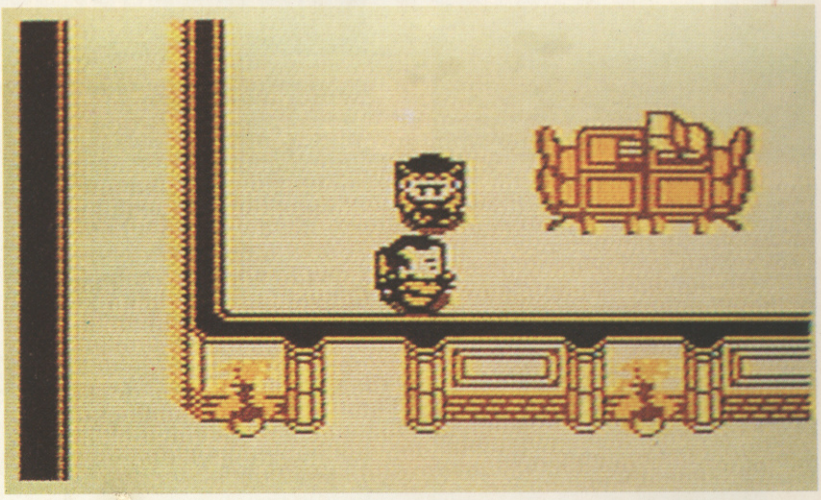
A paperboy's life can't be much fun. Not when you're being hassled by tramps, tyres, cars and the like. And to top all that, to be been squashed down in size to fit into a Lynx, as well! Yep, that jolly coin-op is soon to appear on Atari's portable baby, and should be pretty good too. As soon as we have more on it, you'll be the first to know.

GHOSTBUSTERS II

GAME BOY

If you ain't 'fraid of no ghosts, you'll be glad to know that those paranormal investigators and eliminators will be bustin' onto your screens real soon now!

Featuring the Ghostbusters crew, it should be one well smart game. Keep reading Computer and Video Games Magazine for a full review sometime in the near future!

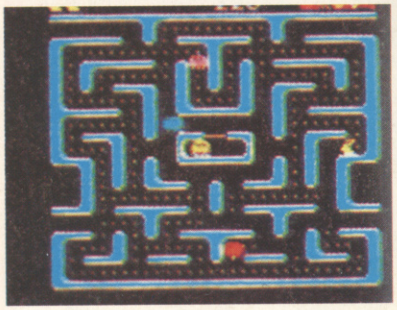


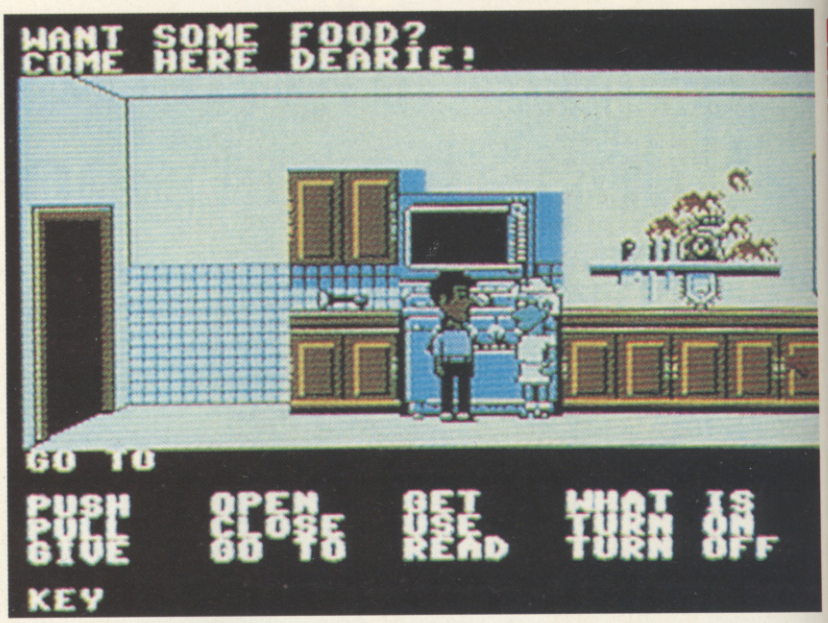
KLAX
LYNX

If this screenshot is anything to go by, the Lynx version of Atari's "tic-tac-tile" game should be absolutely corking. The coin-op was addictive as heck, so there's no reason why this should be just as good. If you're into brain-bending, or just loved the arcade machine, get this as soon as you can.

Ms PACMAN
LYNX

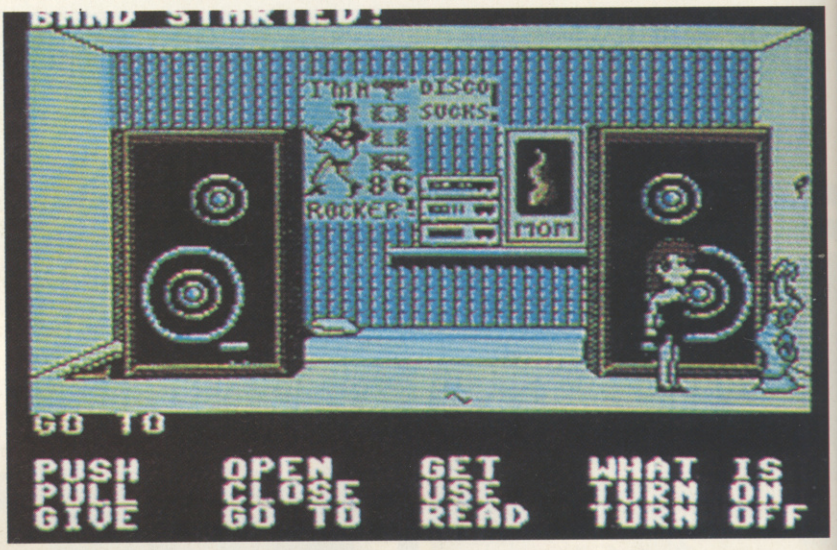
It was only a matter of time before a PacMan game appeared on a console - and here it is. It's yer usual pill-munching, ghost avoiding stuff, but there's no denying how addictive it is. Personally, we can't wait to get our mitts on it, and it should be a lorra lorra laffs all round.

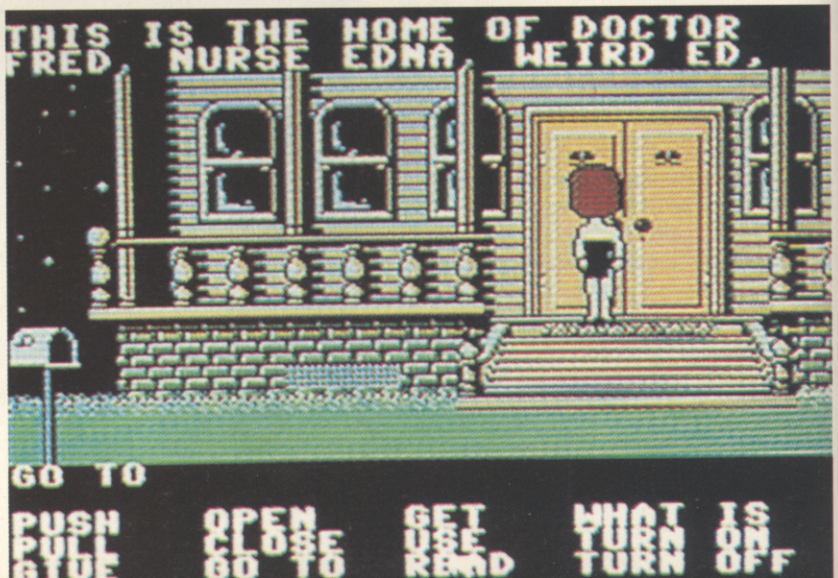


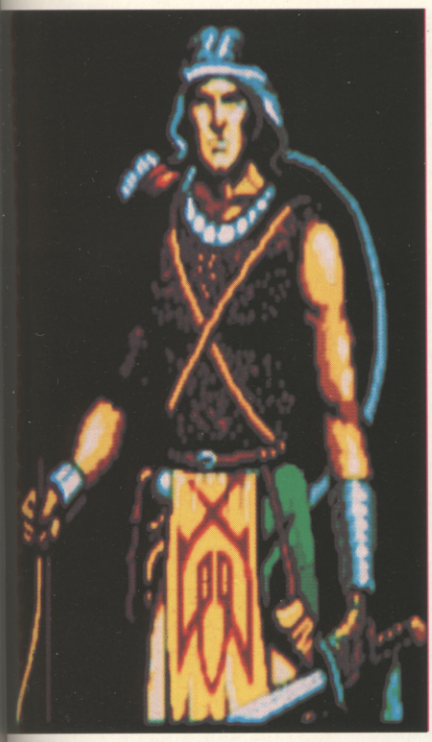


MANIAC MANSION
NINTENDO

What do you get if you cross five wholesome American kids with a meteorite, and throw in a nuclear reactor and a mad professor for good measure? You get a fantastic graphic adventure called Maniac Mansion, that's what. The first of the Lucasfilm adventures has been doing the rounds on Commodore 64 and Amiga computers for yonks, but now it's the turn of the Nintendo to say hello to Dr Fred, Nurse Edna, Weird Ed and co in the game which did for computer entertainment what The Rocky Horror Show does for relaxing nights out at the theatre.



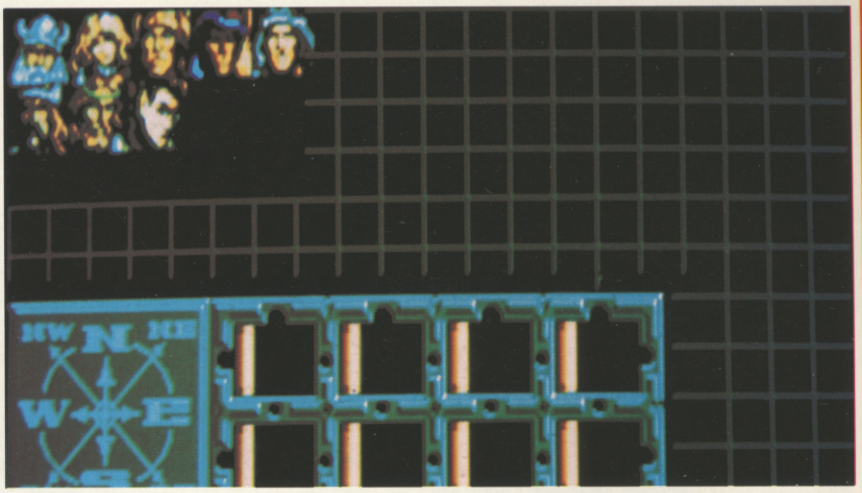




HEROES OF THE LANCE

SEGA

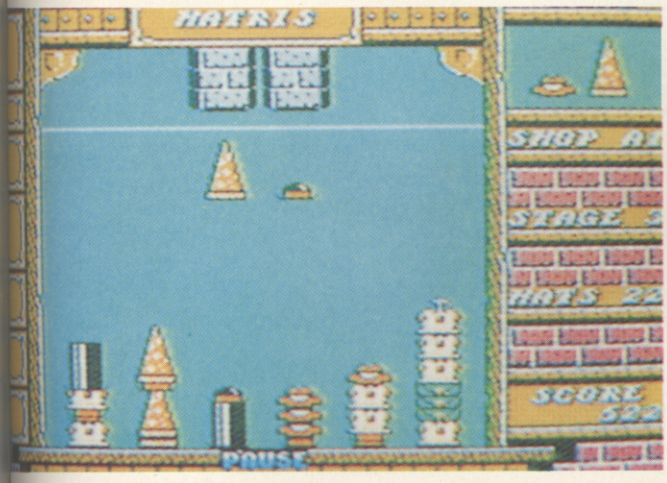
Mystical magic and sword-slinging action are soon to hit the Master System in a big way, courtesy of US Gold, who are converting the first of their Advanced Dungeons and Dragons games. As you can see from the screenshot, it all looks very pretty, but will it play as good as it looks? All will be revealed in a future issue of C+VG magazine - so watch out for it.

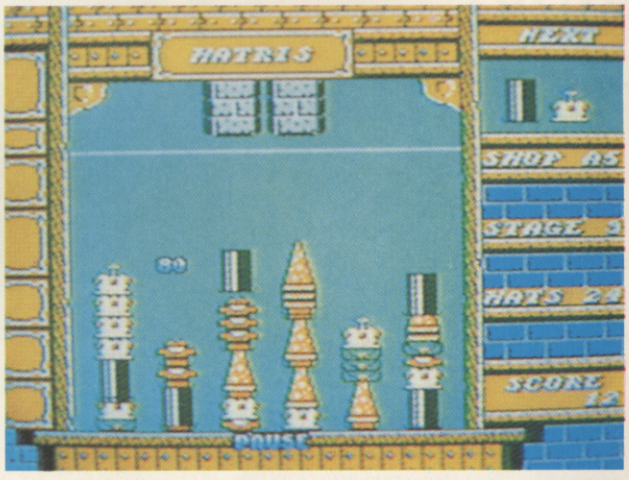


HATRIS

NINTENDO

Are you absolutely sick and fed up of Tetris? If so, you shouldn't be allowed to remain on this planet. Of course, there is a way out of this predicament - you could get your hands on the follow-up when it's released later in the year. As the name suggests, Hatris - again devised by Russian bod Alexey Pajitnov - is about hats. Hats which fall down the screen, and which you must link with other hats of the same style to score points. Sounds easy, eh? It is - but, like Tetris, it gets s-o-o-o addictive it's hard to put down. So get hold of Hatris as soon as it's available - it beats all other such games into a cocked, err, scarf? Foot? What's that word again...

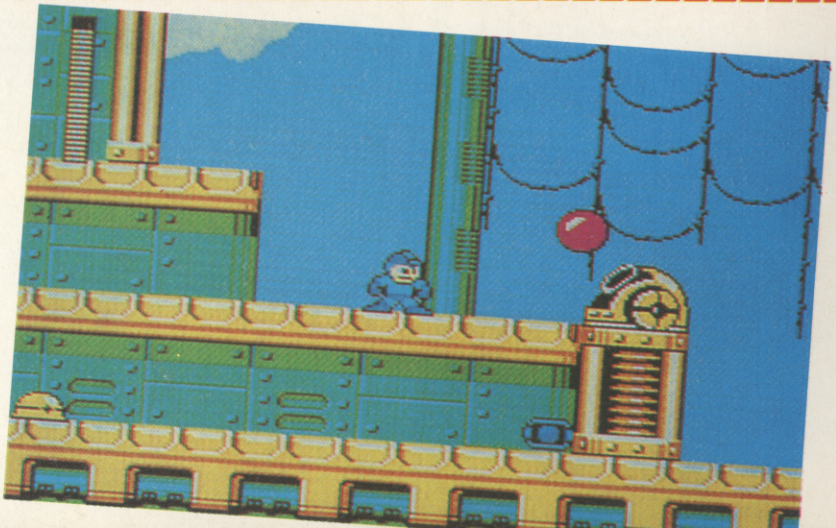




MEGA MAN 3

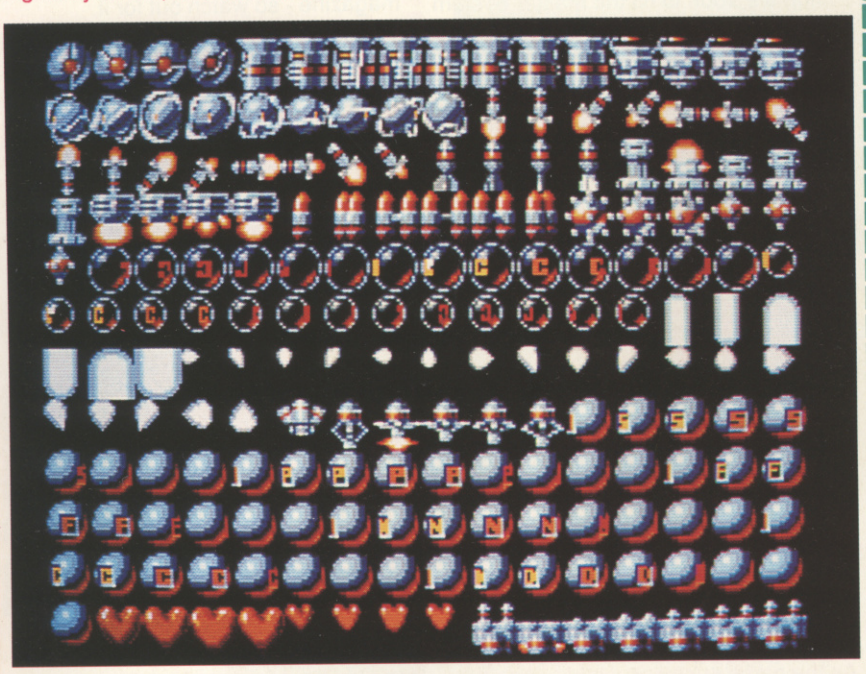
NINTENDO

No sooner have we raved over Mega Man 2, Nintendo come out with this sequel to the sequel of probably the greatest platform games on the Nintendo (that doesn't have Mario in the title). Loads more platform action is on offer along with the introduction of Rush - Mega Man's transforming Mega dog!



XENON II
SEGA

Yet another of the Bitmap's finest hours - an absolutely brilliant shoot 'em up, with loadsa bolt-on weapons, big slimy aliens, and lots of death-dealin' destruction all round. It's at the real early stages at the moment, but we're all waiting with baited breath - this should be a real stunner when it's released. Keep reading Computer and Video Games magazine for the full low-down.

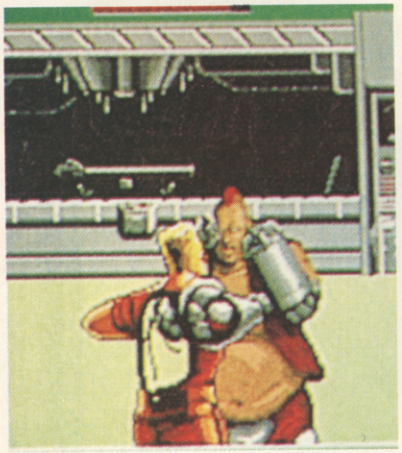


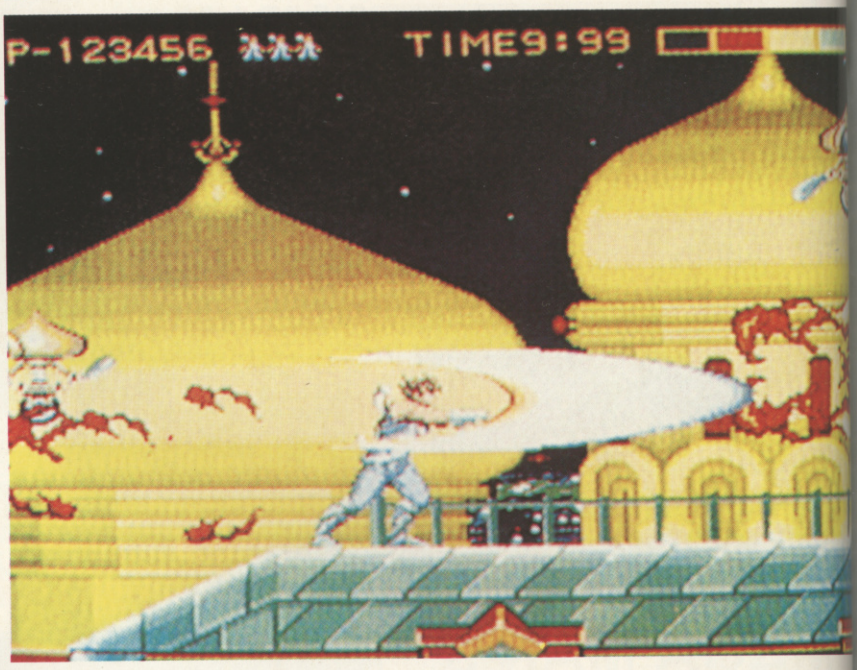
TECHNOCOP
MEGADRIVE

There's this bunch of thugs getting up to all sorts of dirty deeds in th future, right, and they're known as DOA - Dead On Arrival. You, on the other hand, are a hard-nosed cop with so much equipment you make the American military arsenal look like a firework party. So it's little surprise to find you right there in the thick of it, cutting a swathe through a series of eleven buildings in which each member of DOA is hiding out. Inbetween each building is a long, winding road which you must negotiate in your flash VMAX car, blowing away any vehicles which cross your path (and some which don't!). A conversion of a computer game released by Gremlin Graphics which, had it incorporated a decent loading system, would have been very enjoyable indeed, this Megadrive cart dispenses with such trivialities as waiting for code to load into the machine, so it should turn out to be a pretty cool drive 'n' blast 'em up indeed!

DYNAMITE DUKE
MEGADRIVE

This Sega coin-op was one of many Op Wolf-style games that appeared in the arcades a short while ago, but had some pretty fancy gameplay that kept it from going stale. Now it's coming to the Megadrive, and as you can see, it looks remarkably close to it's coin-guzzling parent. If the speed and playability are kept as close, this should be one rootin' tootin' shootin' game. Watch out for it.





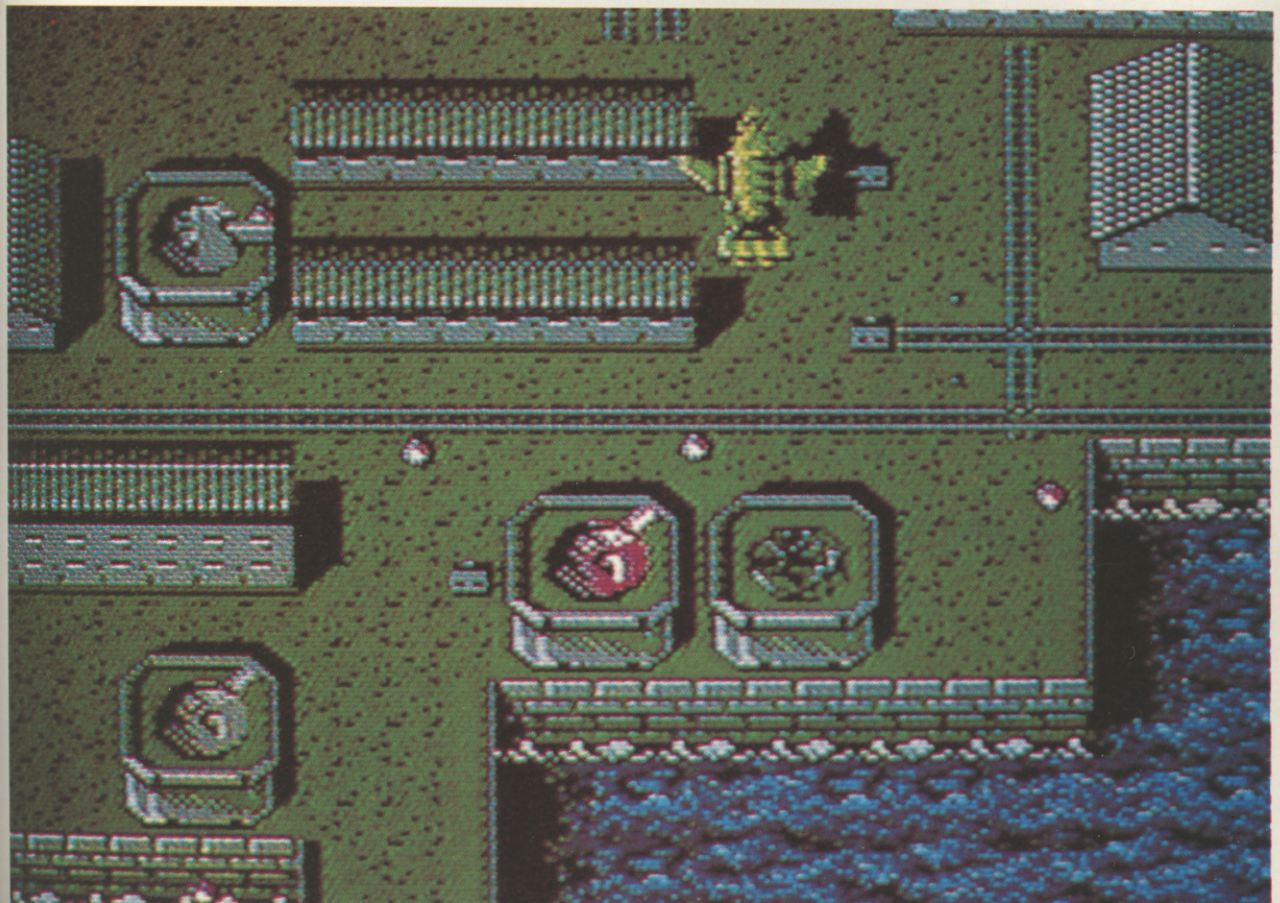
STRIDER
MEGADRIVE

The 2Mb Capcom coin-op wends its way toward the Megadrive, featuring all the features of the original. Hang-glide into Red Square, slashing a trail through the mountains of armed guards, cyborgs and robotic dinosaurs in an enormous quest for truth, justice and a brilliant platform hack 'em up. Dynamic graphics played a major role in the success of the coin-op, and they've all been faithfully reproduced on Sega's 16 bit wonder-machine. And if the programmers can get the gameplay as good, we're in for a real treat when Strider hits the streets!

THUNDERBIRDS

NINTENDO

5! 4! 3! 2! 1! Thunderbirds Are Go! Become International Rescue as you run the gauntlet of a host of terrifying enemies in this new NES release to appear sometime in the Autumn. Take the controls of the Thunderbird craft as you kick ass in a variety of locations from arid desert to the emptiness of space, and blast away at such evil nasties as poisonous space scorpions, deadly sea-worms and fire-spitting volcanoes. With loads of first class graphics and super-fast action, Thunderbirds is sure to be nothing less than FAB!



ROAD BLASTERS

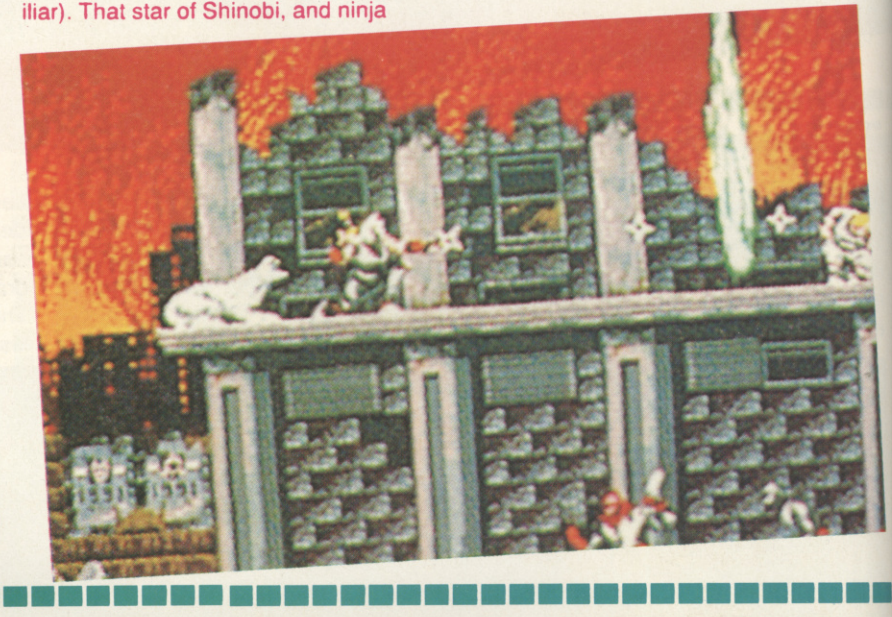
LYNX

The finishing touches are just being put to Atari's conversion of their rip-roaring road racing arcade smash, and flippin' good it looks too. If burning down the highways, blasting cars and bikes to bits, and generally staying in one piece are your thang, grab this one at the first chance.

SHADOW DANCER

MEGADRIVE

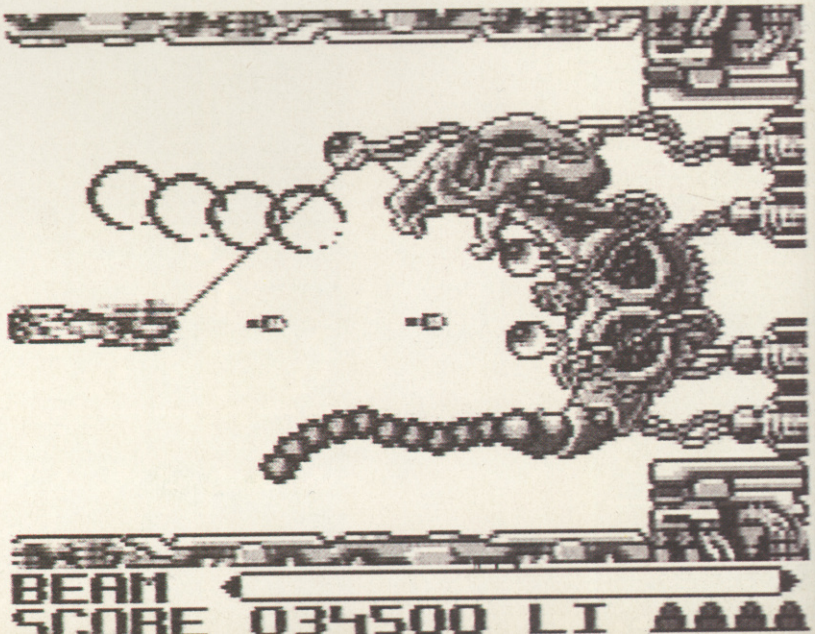
Joe Mushashi is back, and this time he's brought his dog (that sounds familiar). That star of Shinobi, and ninja extraordinaire, has returned to beat seven bells out of myriad bad guys. The coin-op is a real hoot, and the Megadrive version looks just as good. If you want some real chop-socky action, keep your eyes on Computer and Video Games magazine for a full review in the near future.



R-TYPE

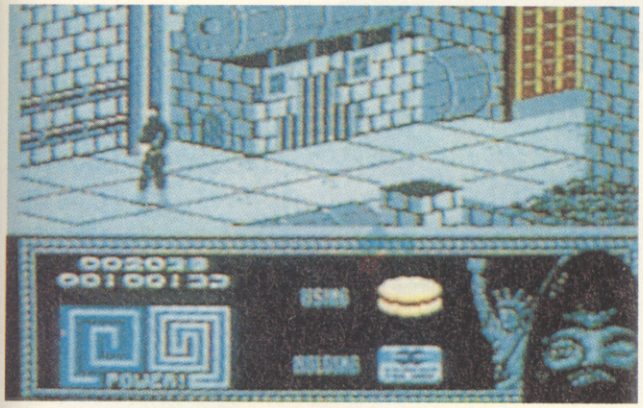
GAME BOY

If you thought Game Boy Nemesis was a bit of a hot potato, just wait until you get your hands on this conversion of Irem's best-known coin-op. Containing all the features of the arcade original and with all eight well-hard levels in their entirety AND every power-up available on the coin-op version, R-Type is every bit as playable as its daddy, but small enough to tuck snugly away in your pocket! Keep a look out for this one - it's bound to sell out as soon as it's released.



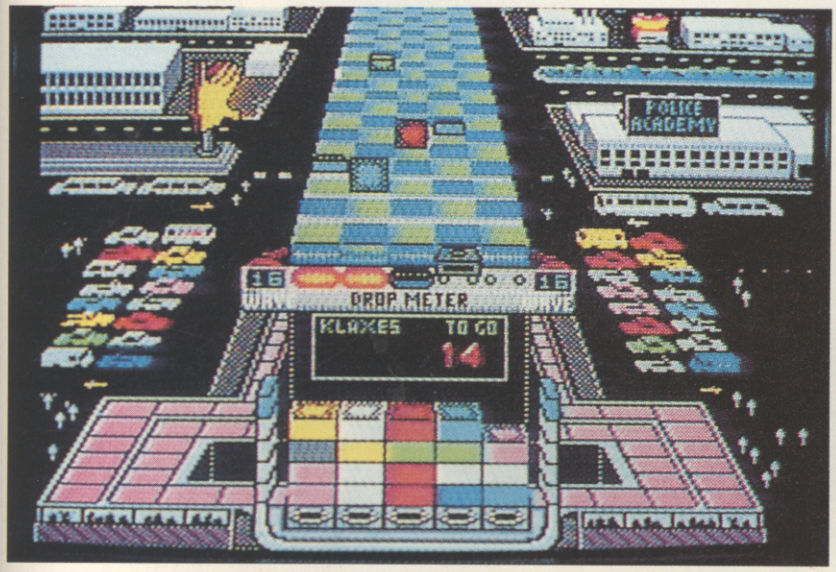
THE LAST NINJA NINTENDO

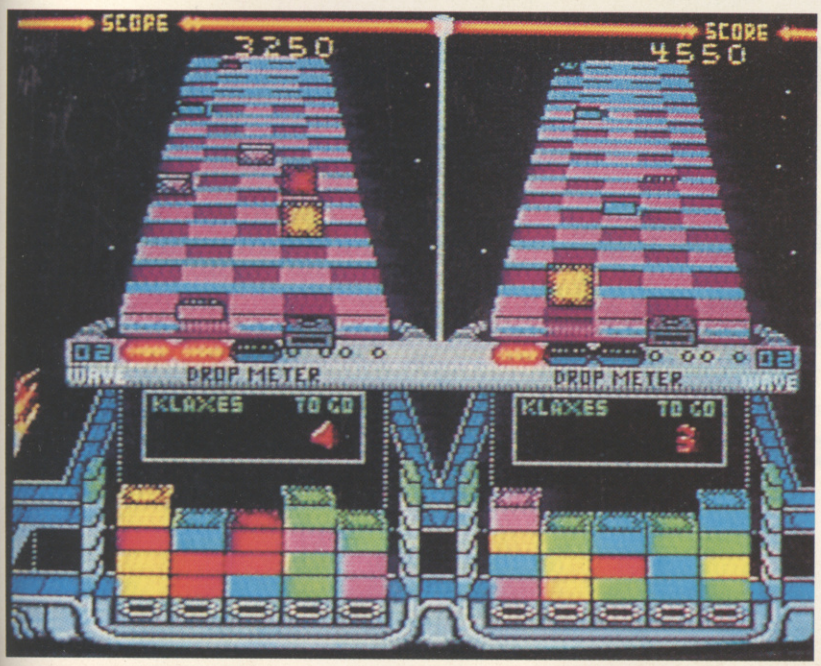
Now here's a funny thing (ha ha). System 3's Last Ninja 2 is to soon to appear on the Nintendo, but under the title of The Last Ninja! Confused? You will be. Anyway, it seems like an evil shogun has travelled through time to present-day Manhattan - and it's down to you to stop him. Looks all very nice, but you'll have to look out for a review in C+VG for the real nitty gritty.

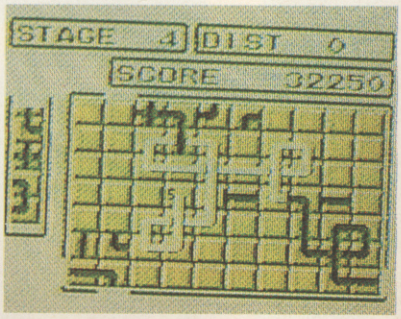


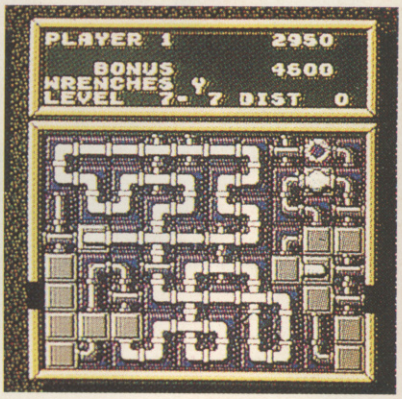
KLAX NINTENDO

The Californian craze strikes back, this time on your trusty NES! The graphics look pretty swish - but what this shot doesn't show is the mind-bendingly compulsive gameplay. All the features of the coin-op are present, so check out a future issue of C+VG for the definitive review.









PIPE DREAM NINTENDO/ GAME BOY

The game which received the accolade of Best Strategy Game of 1989 in its home computer guise makes the leap over to consoles. Better known to gamers in the UK as Pipemania, the object is to build a pipe out of various shaped sections, long enough to keep a flow of nasty green ooze at bay until the time limit runs out. A game with the same maddeningly high level of addictiveness as the likes of Tetris, Pipe Dream is an absolute must when it's released later in the year.

COMPUTER +video GAMES

FOR ALL THE VERY LATEST CONSOLE NEWS AND REVIEWS, READ COMPUTER AND VIDEO GAMES MAGAZINE.
IT'S OUT ON THE 16TH OF EVERY MONTH FOR ONLY £1.30!

NEW WORLD

CONSOLES

TEL: (0234) 266352

PC Engine

SEGA MEGA DRIVE

PC ENGINE CORE GRAFX
PAL plus free game of your choice £169.95
PC ENGINE CORE GRAFX
SCART inc free game of your choice £159.95
CD ROM PLUS INTERFACE
inc free game £299.00

PC ENGINE GAMES

DRAGON SPIRIT £19.90
VIGILANTE £22.90
WORLD COURT TENNIS £29.90
BLOODY WOLF £31.90
TIGER HELI £32.90
ORDYNE £32.90
GUNHEAD £32.90
USA BASKETBALL £32.90
PC KID £32.90
KNIGHT RIDER £32.90
HEAVY UNIT £32.90
SHINOBI £32.90
TAITO MOTORBIKE RACING £32.90
CHASE HQ £33.90
ATOMIC ROBO KID £33.90
NEW ZEALAND STORY £33.90
PARANOIA £33.90
SUPER VOLLEYBALL £33.90
POWER DRIFT £33.90
ARMED FORMATION £33.90
BARUMBA £33.90
PSYCHO CHASER £33.90
NINJA SPIRIT £33.90
RATSAN II £33.90
SUPER STAR SOLDIER (Gunhed II) £33.90
IMAGE FIGHT £33.90
AFTER BURNER ..... TBA
OPERATION WOLF ..... TBA

SNK Neo-Geo

NEO-GEO PAL £420
NEO-GEO SCART £399

NEO-GEO GAMES

MAGICIAN LORD £199
BASEBALL SUPERSTARS £199
NAM '75 ..... £199
PROFESSIONAL GOLF £199
RIDING HERO £199
NINJA COMBAT £199
CYBER LIP £199

SEGA MEGADRIVE
PAL inc free game of your choice £174.95
SEGA MEGADRIVE
SCART inc free game of your choice £169.95

MEGADRIVE GAMES

ALEX KID £24.90
ALTERED BEAST £29.90
SPACE HARRIER II £31.90
THUNDERFORCE II £32.90
WORLD CUP SOCCER £32.90
GOLF SUPER MASTERS £32.90
GHOULS 'N' GHOSTS £37.90
RAMBO III £32.90
LAST BATTLE £32.90
SUPER HANG ON £32.90
FORGOTTEN WORLDS £33.90
TATSUJIN £29.90
KUJAKU II £29.90
GOLDEN AXE £34.90
FINAL BLOW £34.90
NEW ZEALAND STORY £33.90
SUPER DARWIN £33.90
ASSAULT SUIT LEYNOS £33.90
AFTER BURNER II £34.90
DJ BOY £33.90
WIP RUSH £33.90
THUNDERFORCE III £34.90
HURRICANE £33.90
GHOSTBUSTERS £34.90
E-SWAT £33.90
PHELIOS (Shootemup) £33.90
BATMAN £33.90
SUPER MONACO GP £33.90
RASTAN II £33.90
HELLFIRE £34.90
FATMAN £34.90
RINGSIDE ANGEL £34.90
INSECTOR-X ..... TBA
STRIDER ..... TBA

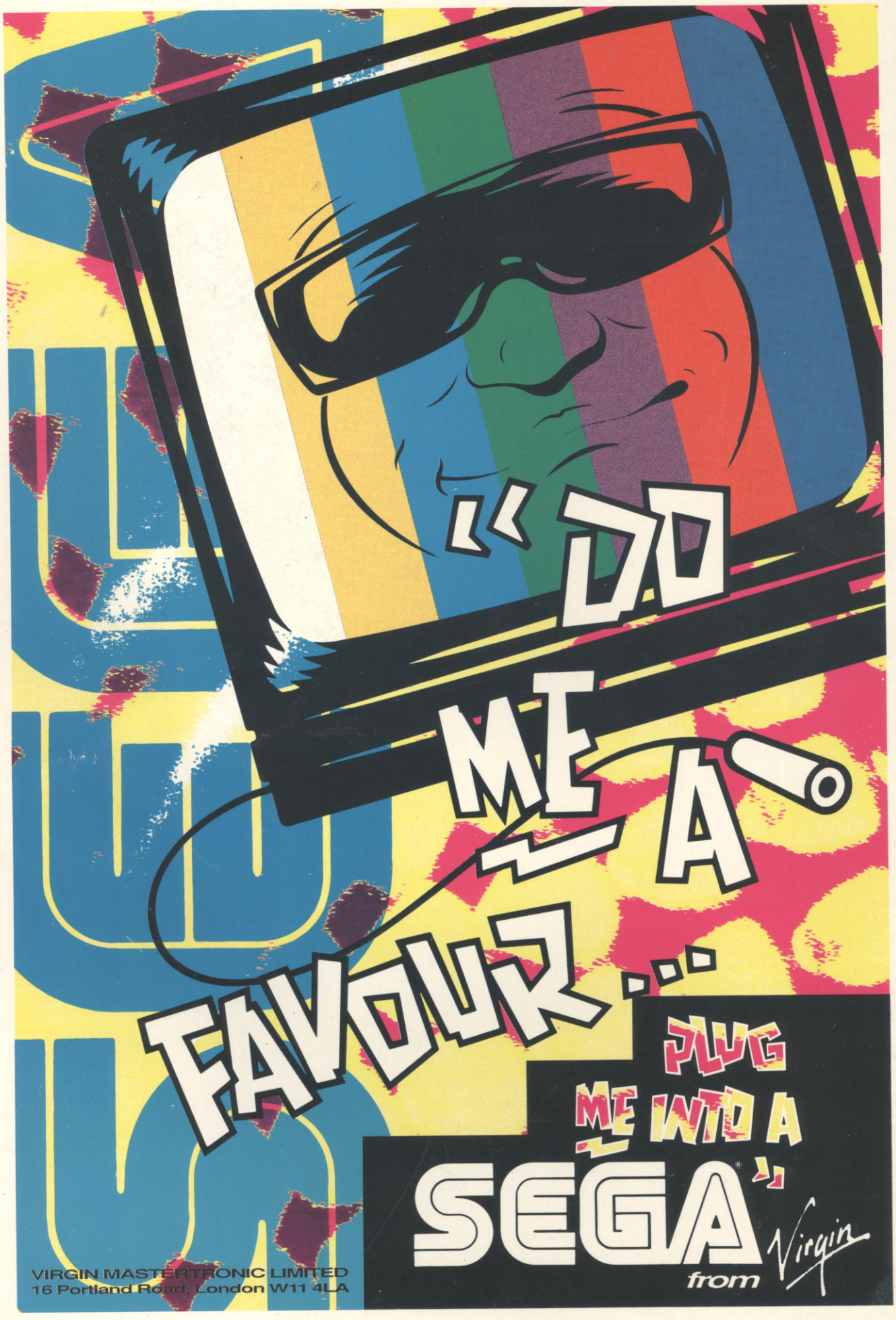
PC SUPER GRAFX

PC ENGINE SUPER GRAFX
PAL inc free game £279.95
SCART inc free game £269.95

GAMES

BATTLE ACE £33.90
GRANZORT £33.90
GHOULS 'N' GHOSTS £34.90
STRIDER ..... TBA

Please make cheques and P/O's payable to:
NEW WORLD CONSOLES, 61 Stainmore Road, Bedford MK41 0PZ. Tel: (0234) 266352.
(MAIL ORDER ONLY).
Please add £1.00 per title, and £5.00 for machines.
BUSINESS HOURS
MONDAY – FRIDAY 9.30 – 1pm,2 – 6pm SATURDAY 9.30 – 12.30pm.


DO
ME A
FAVOUR...
PLUG
ME INTO A
SEGA®
from Virgin
VIRGIN MASTERTRONIC LIMITED
16 Portland Road, London W11 4LA